



THE CITADEL

JOURNAL

ISSUE **3**



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EMPIRES TILES**

DARK ELVES IN MAN O' WAR

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JOURNAL



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We welcome comments about The Journal, Games Workshop games. All letters except subscriptions and Mail Order should be addressed to: The Journal Bunker, Games Workshop, Howard House, 16 Castle Boulevard, Nottingham NG7 1FL.

Clearly mark your envelope with the name of the game you are writing to us about. If you want a reply you *must* enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter, but it may take a little time for us to reply to you, so please be patient!

JOURNAL

EDITORIAL

Issue 3 has been an enlightening experience, with so much to choose from, it was hard for us to decide what was going in. Before carrying on, I'd just like to thank everybody who I spoke to at Golden Demon. It seems most of you like what we've done so far, and are looking forward to future developments. The amount of letters we have received in the past few weeks is very encouraging, and lots of you are taking the opportunity to tell us your ideas. One feature we hope to offer is an ideas page; no rules, just a few ideas thrown into the wind to see if there is anything that takes your fancy, so please keep sending those letters in. (we're beginning to run out of ideas in the Bunker, and urgent aid is needed.)

Enough of the straight stuff, you want to know what weird stuff is going on in here, don't you? Well, there's lots to tell so I'd better decide where to start...

Did you catch our Battle Report? That was an experience, I don't mind admitting. There is a whole new dimension added when you are wading through those notes, the ones that made perfect sense when you wrote them but seem to have degenerated into gibberish while you weren't looking. Do you

have any idea what 'Skel Hor Whl Charge, No Fear' could mean? And when it came to putting pen to paper (or finger to keyboard) there was the overwhelming feeling of thousands of gamers about to read what you're writing. It's enough to make you hide in your desk drawer until Christmas.

Andy Chambers is continuing his 'epic' slog through the myriad pitfalls of Titan Legions, and I think it is going to be one of the most outstanding games to date. Jervis Johnson is currently tinkering with Codex: Orks in typical Mekaniak fashion. There are some wonderful new troop types, and I'm feeling hard pressed not to put my Eldar aside for a while and start an Ork army.

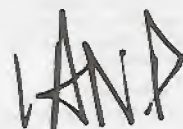
By the time you read this the play-offs for the studio Blood Bowl tournament 'The Blood Bowl' will have finished and the draw will be taking place for the semi-finals. The play-offs are an intense three weeks of solid Blood Bowl fury, with dice, players and maybe even the coaches themselves flying thick and fast. The play-offs are designed to sort the snotlings from the Ogres (Not that the difference should be immediately obvious). We'll bring you the result of the 'The Blood Bowl' in the next issue of the Journal.

On the league front. We've had a small trickle of league entries, but not enough for us to print any league tables or any of your proclamations. Don't forget that you can enter any game, of any size. The games don't have to be huge titanic clashes with thousands of troops on each side, the Chaos Gods dropping in, whole batteries of Great Cannon, a huge castle, etc etc. It could be a small skirmish between a squad or two of Space Marines and a bunch of Orks. Or a game of Warhammer with a 1000 points on each side. Or a game of Blood Bowl and so on. Of course you could fight a huge titanic clash with thousands of troops on each side, the Chaos Gods dropping in...

If you take another quick peek at the front cover you will notice that as well as being rather splendid, you will realise that you haven't seen it before. That's because we got fed up of using all the old artwork from the depths of the art files and decided to see what we could knock up ourselves. As you can see it depicts an epic battle between the Grand Theogonist and an evil necromancer, duelling on both the real plane and the magical plane. So it just goes to show that there isn't much to this art business and that with a bit of time and thought just about anybody can... Oh, hello Wayne, ouch stop that hurts, get off my ear.



GAVIN THORPE



IAN PICKSTOCK

CITADEL JOURNAL

GOLDEN DEMON '94 SPECIAL EDITION

ANATOMY THIEVES CAUGHT!

Alarming reports of anatomy thieves scouring gaming conventions for parts of their favourite gaming celeb's anatomy, specifically their talented hands came to a head at Golden Demon '94. Only the Citadel Journal brings you this picture exclusive.

CAUGHT ON FILM

The two culprits were actually caught in the act on film, by our secret undercover photographer on location actually at the Golden Demon. Thanks to our investigations we caught the thieves, who can't be named for legal reasons, attempting to steal the talented painting hands of Mike McVey. Our reporter had been following the suspects all day. When under the cunning guise of collecting a Golden Demon painting award, the two moved in to spirit away Mike McVey's hands before his eyes (what do they want his eyes for- Ed).



Anatomy thieves caught in the act, trying to steal Mike McVey's painting hands

APPREHENDED

The two persons were apprehended immediately and turned over to Imperial Commissar Bone. A quick search revealed that they had struck several times already. About their person were found the dice rolling hands of Andy Chambers and the priceless figure sculpting hands of Jes Goodwin. The hands were promptly returned to their

rightful owners, who were very pleased to get them back. The two gamers told our reporters that they were in league with a despicable character known simply as 'Doc Badbreff'.

DOC BADBREFF

Doc Badbreff told them that if they collected the hands of these celebs, that he

could graft them on to their own arms with his trusty bone sword and Orky Know-wots, endowing them with the awesome talents of the original owners. Our reporters are currently conducting extensive research into the whereabouts of this despicable Doc Badbreff and we hope to bring you another picture exclusive in the future.

GOLDEN DEMON DOUBLE BOOKED WITH WASH-CON VI



Some examples of the Laundry brought to Wash- Con

The Golden Demon '94 took a bit of a left turn early on in the proceedings.

WHOLE WASH LOADS

When the doors opened at 10am it soon became apparent that the convention organisers had double booked the world's premier painting convention with Wash- Con. Literally dozens of people had turned up with whole wash loads held aloft on broomsticks and mop-poles. Fortunately Wash- Con soon ended when Commissar Bone informed the audience that the special guest was Danny Baker and he would be doing one of his dodgy doorstep challenges.

MAN O' WAR

Curséd of Naggaroth.

By Gavin Thorpe.

The frenzied and monstrous fleets of the Dark Elves constantly sally forth to raid Ulthuan and wreak havoc on the vessels of other races. This article expands the options available to a Dark Elf



Since the civil war that raged in Ulthuan 7,000 years ago, the Dark Elves have been a constant threat to the peace of all nations. Their horrific rites and festivals have been performed in all the countries of the Old World, their Huge Black Arks carrying them across the unforgiving seas so that they may plunder and murder with malicious abandon. The shores of Ulthuan itself are constantly ravaged by their raids, and the fleets of other races only venture near the Bleak Coast when it would be certain death to stay further away. The monsters of the deep are at the beck and call of the twisted Beast-Lords, who are powerful Mages specialising in the binding and controlling of wild monsters and daemons. The Beast-Lords sing harsh enchantments over the waves, calling more of the dreaded creatures that have plagued the legends of races for millennia. The Kraken, Megaladon, and Sea Dragon have all destroyed ships, while on convoy from distant Cathay, or just port-hopping along the coasts of Bretonnia and Estalia.

The horrifying power of the Beast-Lords was demonstrated three centuries ago, when a Black Ark and its fleet were sighted from the Dwarfen Sea-Fortress of Barak-Varr. The Dwarfs promptly assembled their fleet and sailed forth to destroy them, as was their duty. The descendants of the

Ancestor-Gods confronted the Dark Elf fleet, which was small compared to their own, and their Runes and Engineers proved worthy to the task. However, the Dark Elves had laid a trap; as the Dwarfs closed for the kill the Beast-Lords shrilled their keening cries across the tumultuous waves. From the depths rose scores of mighty beasts, including the dreaded Gargantuan, the swift and deadly Black Leviathan, and the ship devouring Promethean. The Dwarfs cried in horror and tore at their beards when they realised their peril. The monsters rent the proud Dwarfen Dreadnoughts and Ironclads, Monitors were torn apart by the writhing coils of Sea Dragons, while the Dark Elf Sorcerers on the Black Ark bombarded the fleet with magical annihilation. Only a few Dwarfs survived that dreadful defeat, and most of those that did immediately took the Slayer Oath.

The Tainted Stones.

In ancient times, before the sundering of the Elven race, two mighty Wizards created artefacts of great power for the Elven captains and Admirals. These were known as the Crystals of Power, and many survive to this day. However, during the civil war some of these crystals fell into the hands of the Dark Elves, through deceit, theft or betrayal. The original subtle and non-aggressive abilities of these items have been malevolently warped over the centuries, so that they suit the needs of the Dark Elves better. Some have been seized by the Beast-Lords and aid them during their summoning and spell-weaving, while others are used by Captains to enhance their ships.

Witch Elves.

The Witch Elves of Naggaroth are the priestesses of Khaine, the God of Murder, the rites and sacrifices that these she-devils dedicate to their master are horrific. In battle they receive the blessing of Khaine and turn into vicious killing machines, leaping, slashing, tearing and biting their way through the opposing warriors.

GAME RULES.

Beast-Lords.

The magical prowess of the Dark Elf Beast-Lords is directed towards summoning and controlling daemons and monsters. In Man O' War this means they have certain powers over the Dark Elf Monsters and other Sea Monsters. You may buy a Beast-Lord for each Death Fortress and Black Ark in your fleet. Place the Beast-Lord counter on the ship's template, just like an Admiral or Wizard, and follow all of the rules for them regarding Clinging to Wreckage, capture and death. They are worth 2 Battle Honours. Certain Tainted Stones can be bought for Beast-lords.

A Beast-Lord May attempt to summon monsters during the game. The presence of a Beast-Lord in your fleet allows you to add +1 to any summoning rolls you make. This is not cumulative with the casting bonus of a Wizard Lord, you will only ever have a maximum of +1 to your roll, irrespective of the source. During each Magic Phase, after spells have been cast, your Beast-Lords may attempt to call another Sea Monster. Roll a number of D6's equal to the number of Beast-Lords in your fleet, if any of them score a 6 you may place a Sea Monster Summoning template on the seascape.

This template must be selected at random. Shuffle the Summoning Templates you have available face down, select one and place it within 12" of one of your Beast-Lords. Only now may you look at the Template to see what it is.

If the Template indicates that it is Triton your opponent will gain him as part of his forces, if he has one of the Fleets that is allowed to buy Triton. If he has Skaven, Chaos or Orcs then the calling is wasted and Triton's Template should be set aside. The template follows all of the normal rules for the rest of the game. You may only call one monster per turn, no matter how many 6's you roll. You may not attempt to summon a Sea Monster on the same turn that it was called.

Tainted Stones

The pages after this article contain some Tainted Stones cards. These can be bought for either your Black Ark or your Beast-Lords, as detailed on the cards. Each Beast-Lord and Black Ark may only be given a single Stone.

Each card details all of the effects the Stone has on the game, its cost and also the number of Battle Honours it is worth. The Battle Honours value is added to those awarded to the opponent when the Black Ark is sunk or the Beast-Lord is killed or captured.

There is only one of each Stone so you may not have more than one of each in a game. Each Beast-Lord or Black Ark may only be given one Stone, though if you have a Beast-Lord on your Black Ark you could buy one for the Ark itself and another one for the Beast-Lord. If you are battling against another Dark Elf fleet you should agree with your opponent on some system which decides who can have what Stones. Here are a couple of ideas:

You can shuffle the deck and deal them evenly between the Dark Elf players. You may only purchase from the Stones you have been dealt.

You could choose your Stones freely, and if your opponent has the same Stone roll a D6 each with the highest scoring player keeping the Stone, while the loser must spend the points on something else (not another Stone).

You could just agree not to use the Stones at all.

Witch Elves.

You may purchase a coven of Witch Elves for your Admiral's Black Ark. Place the Witch Elf token on the ship's template. The Witch Elves do not count towards the Crew capacity of the Ark, but do give a +1 bonus in boarding actions. In addition, when the Black Ark attacks another vessel by boarding the Witch Elves may drag off sacrificial victims if the Dark Elves win. To represent this when an enemy ship loses a boarding action while defending against the Black Ark, roll a D6. On a roll of 5 or 6 the Witch Elves manage to ensnare some of the enemy crew, remove two crew counters instead of one. Witch Elves are ferocious fighters and cannot be killed by ranged attacks or boarding. Only if all the other crew counters are destroyed should you remove the Witch Elf counter from the template. If the Witch Elves are destroyed your opponent gains

1 Battle Honour for the ship who killed the last remaining crew counter.

TRITON

Triton loathes the evil races of the world, such as Orcs, Chaos and Skaven, but this is due to their nature, and the effect they have on the world in general. For Dark Elves he reserves his deepest hatred, as they have captured and twisted his beloved creatures of the deep. There is no limit to his anger when he encounters the hideous Beast-Lords, he attempts to thwart their designs at every turn. The enmity is not one way either, the Beast-Lords long to destroy Triton and ensure their dominion over the seas and oceans is uncontested.

Special Rules.

When Triton is fighting against a Dark Elf fleet that contains one or more Beast-Lords he tries to turn their creatures against them. When you roll to see if Triton 'banishes' a Sea Monster he will banish it as normal on a roll of 5. If he rolls a 6 the player who is controlling Triton may control the affected Sea Monster if it has not yet been used this turn. There is also a +2 modifier to Triton's reaction roll, instead of the usual +1 for fighting against Dark Elves.

If the Dark Elf player is using one or more Tainted Stones Triton can use some of the extra magical energy to cast another spell. At the start of the game Triton draws two spell cards instead of one, and one of these may be exchanged as normal. He may only cast one spell in a single turn, but all of the other rules for Triton's spells apply.

Dark Elf Fleet List

0+ Beast-Lords

You may purchase a Beast-Lord for each Black Ark and Death Fortress in your fleet.

Cost: 75 points each.

Worth 2 Battle Honours

0+ Tainted Stones

You may buy up to one Tainted Stone for each Black Ark and Beast-Lord in your fleet. No more than one of each Tainted Stone may be used in a battle.

Cost: As on cards.

0- 1 Witch Elf Coven

You may purchase a Witch Elf Coven for your Admiral's Black Ark.

Cost: 50 points.

Worth 1 Battle Honour

BEAST-LORD	BEAST-LORD	BEAST-LORD	BEAST-LORD
WITCH ELVES	BEAST-LORD	BEAST-LORD	BEAST-LORD

+2 BATTLE HONOURS 75 POINTS

Ikonarashk

Ikonarashk is the name given by the Dark Elves to this deep purple coloured Stone. When the correct chants are spoken over Ikonarashk it allows a Beast-Lord to communicate with the mind of a Sea Monster.

Effects: Ikonarashk allows a Beast-Lord to take control of a Dark Elf Sea Monster that has had its crew destroyed. The Sea Monster does not dive to the bottom as normal but may continue to move and fight as if it had a crew. If the Beast-Lord controlling the Monster is killed or captured it is removed from play as normal. Ikonarashk may only control one monster at a time. Further attacks on the vessels crew have no effect. The Monster may be re-crewed as normal, but discard the extra crew, do not place them on the template.

BEAST-LORD ONLY

TAINTED



STONE

+2 BATTLE HONOURS 100 POINTS

Irshkileth

Irshkileth is a deep red colour, and pulses to life when blood is spilled upon it. When the life force of a sacrificial victim is poured into its sponge-like surface it begins to emit a purring noise.

The Stone may be used to heal wounds on all Sea Monsters, not just those enslaved to the Dark Elves. The monster to be healed must be in contact with the ship Irshkileth is on, it immediately regains one wound. This may be used to heal Manticore Lords if they are in contact. You may only use this ability three times in a battle.

In addition, when on a Black Ark, Irshkileth allows the Dark Elf player to add +1 to his dice roll when he attempts to heal a monster that is within the Black Ark. This applies to one healing roll per turn. Irshkileth cannot perform both these abilities in the same turn.

BLACK ARK ONLY

TAINTED



STONE

+1 BATTLE HONOURS 50 POINTS

The Wild Mind

When a Sea Monster is not performing as its controlling Beast-Lord wishes he speaks words of power and magical lightning strikes out from the Wild Mind allowing the Beast-Lord to control his charges with more skill.

The Wildmind may be used only once per turn. It allows the dark Elf player to perform one of the following:

He can allow the Dark Elf player to re-roll the dice on the Doomreaver Frenzy table, or

He may add one to a single Monster Reaction roll (i.e. a double 1 counts as a double 2), or

He may prevent Triton using his 'Banish' ability on a roll of 4+ on a D6 (rolling to see if you are successful counts as the action for that turn).

BEAST-LORD ONLY

TAINTED



STONE

+2 BATTLE HONOUR 75 POINTS

The True-Seeker

The True-Seeker Stone was originally a device used by High Elf Captains to glance into the future. It is now a large black stone that sits upon a bronze cradle in the middle of the deck and draws all the available light into itself. Yet, despite the gloom it creates, it also helps to guide the Reapers that are mounted on the vessel. Each bolt thrower is bathed in an aura of darkness and they move and fire with unparalleled speed.

A Black Ark with the True-Seeker on board may add one to its dice rolls when it fires its Reapers or Sky-Reapers. Note that in the case of Reapers a roll of one still indicates that it is jammed.

BLACK ARK ONLY.

TAINTED



STONE



SPACE HULK

THE SILENT VOYAGER

By G Jökull Gíslason

This issue's helping of Space Hulk is a Space Marine vs Space Marine campaign, namely the hated, traitorous, Emperor's Children pitting their evil genius against the valiant wolf brothers of Fenris, the Space Wolves.

This campaign was sent in by Jökull many months (or was it millenia) ago, where it laid lost at the bottom of Robin Dews desk. But a Great Hunt lead by the Journal team uncovered its whereabouts. Jökull comes from Iceland and is a keen player of Warhammer 40,000 and Space Hulk and collects a large force of Space Wolves.

Iceland itself looks a great deal like Fenris and everyone has names like Bjorn and Sven, I personally don't believe Iceland exists and it is in actual fact Fenris.



The war for Optima Prima had reached a deadlock. Many indecisive battles had been fought and now the rebellious Governor Xenodix had retreated with his foul allies to the planets industrial heart, Mountain City. In space the Imperial forces were more successful and the fleet had banished Chaos back into the Eye of Terror. At least the rebels were cut off from reinforcements.

But Mountain City was impregnable with the current Imperial force, huge siege machines would be needed to break the entrenched position. The Adeptus Mechanicus set to work and soon freighters began bringing in the vital equipment from nearby star systems. Crawlers, heavy weapons and parts to form a great juggernaut.

It was a great loss when the starship Voyager failed to arrive. Its cargo had included essential units to complete the juggernaut. The Administratum was deciding on alternative action when unexpectedly the Voyager appeared.

Few ships ever escape the dreaded storms of the Warp. The Voyager was all torn and battered as if it had been cast about by the Daemons of Chaos. All attempts to communicate with the ship failed, but this was no surprise. The hull was ruptured in many places and no one could be alive inside without a sealed environment suit to shield him from the merciless vacuum of space. External scans also revealed no signs of life aboard and chances of any survivors were very low. Guided by auto systems the silent giant moved through the starlit void towards Optima Prima.

The Administratum ordered immediate reboarding of the ship but the Imperial fleet commander Him Nadi was loath to send his valued Tech-priests into this dark and silent ship. Call it intuition but he had a feeling that this ship was tainted with the Warp. Him Nadi then remembered a company of Space Wolves was uncommitted and still orbiting Optima Prima. He requested that a detachment of Space Marines scouted the interior of the ship before taking any further action.

Wolf Lord Skallagrim dispatched his bodyguard. Four squads of Wolf Guard Terminators would board the ship and scout it for any danger. Facing the unknown, the only light is the Emperors will.

This campaign is designed to be played with floor plans and rules from the Space Hulk supplements – Deathwing, Genestealer and Space Hulk Campaigns

CAMPAIGN RULES

The following four missions should be played as a campaign. It portrays the clash between Imperial Marines of the Space Wolves Chapter against the Imperium's most hated enemy Traitor Space Marines. Unlike other games with Traitor Space Marines they start each mission as blips rather than models, this is to add the element of surprise and the fear of the unknown. There are therefore several special rules needed to play the game. Details of these are as follows.

TAINTED



STONE

+1 BATTLE HONOURS 50 POINTS

Misharolth

The Misharolth was kept for centuries in the deepest dungeons of a Black Ark, where the evil of the vessel slowly corrupted and changed this sticky green egg-shaped Stone. It is now eternally intertwined with the vessels of the Dark Elves. When the vessel takes damage the Misharolth emits an ear-piercing shriek, as if it felt the pain of the blow. Since the Misharolth needs the ship it uses its mystical powers to ensure its survival.

The power of the Misharolth may be invoked once per game, with the following effect. The Misharolth repairs one location on the Black Ark automatically, even a below the waterline hit. This can be done at any time, and can even be used to repair a below the waterline hit that would sink the Black Ark.

BLACK ARK ONLY

TAINTED



STONE

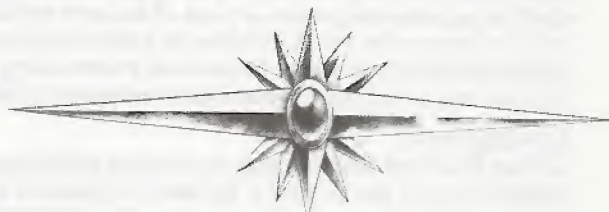
+2 BATTLE HONOUR 75 POINTS

Urkarontir

This Stone requires the constant chants of Dark Elf priests to maintain control over its evil sentence. When it does the bidding of the Dark Elves it viciously strikes out with its magical energy, but sometimes it demands sacrifices or it will destroy the ship it is on.

Every turn, just before you move the Black Ark, roll 1D6. On a roll of 4+ Urkarontir performs as wished, it has a 3 dice attack, with a range of 9" and a -1 Saving throw modifier which can be directed in any direction from the Black Ark. On a roll of 2-3 Urkarontir does nothing this turn. A roll of 1 means the Black Ark must sacrifice one crew member of suffer D3 hits on Low locations.

BLACK ARK ONLY.



There is a strange phenomenon that occurs when you are producing a product like the Journal. Important scientific, psychologist-type nutters probably call it Selective Dismissal Syndrome, or something, but I prefer to call it 'Not Seeing The Blatantly Obvious Until It's Too Late'. What happens is you check your work two billion times, at various stages of production, and there are no errors or omissions to be found. As soon as a printed, bound and released version is set in front of you, the whole affair is riddled with contradictions, loopholes and stupid mistakes. For example, when reading up the Man O' War rules for Golden Demon, I thought I had better go over my articles published in the last two copies of the Journal (it's amazing how you can forget bits of what you have written yourself, especially when knee deep in dribble). Glancing over Wind and Wave from Issue 2, a cold feeling of dread trickled down my nervous spine. Staring in horror at my rules, I realised that I hadn't told anybody how many Battle Honours the various High Elf Mages were worth. To amend the problem a complete, updated Fleet list is included below, at no extra expense. I have already chastised myself for the oversight, and have forbidden myself to sleep hanging from the rafters for two weeks (that'll teach me to leave out the important bits).

ELF FLEET

Crystal of Power: 0+

Each Man O' War in the Fleet may have a single Crystal of Power bought for it. No more than one of a single Crystal must be present in a battle.

Cost: As on cards.

Battle Honours: As on card.

Elven Mage: 0-1

The Fleet may include a Mage for the Admirals Flagship.

Cost: Level 1: 50 points.

Level 2: 75 points.

Level 3: 100 points.

Level 4: 150 Points.

Battle Honours: Level 1: 2

Level 2: 3

Level 3: 4

Level 4: 5

Row, Row, Row Yer Boat!

By Andrew Thomas.

Messing about in dinghies and small boats in Man O' War (probably getting yourself blown to pieces in the process). Brought to you by the Journal on behalf of Andrew, who wrote in with the basic rules.

Small oared boats are available to all Man O' War Fleets. Some clever (or devious) admirals have even found a use for them in battle. They can be used as a lifeboat, a bomb-boat or as a raiding boat to carry small parties of well armed crew.

Boats can be bought for any ships in your Fleet, and cost 25 points each. Photocopy the boat counters at the bottom of the page and place appropriate ones on the relevant ship's template. A ship may carry as many boats as it has below the waterline hits. The boats of a ship do not have to be all of the same type.

GAME RULES

Launching Boats

A ship can launch boats after it has moved but before it has fired. Simply remove the boat counter from the template and place within 2" of the ship. The boats of a ship move the same time as the parent ship so it is a good idea to mark the counters below with the same symbol you use on the ship's template. Boats cannot move on the same turn they are launched and must be moved after the parent ship has performed any moving, firing and boarding for the turn. A boat may not be launched straight into contact with another ship and any actions such as Bomb-boats or boarding from Raiding boats will not be done until the next turn. Boats do not block line of sight for ship's or Sea Monsters.

For crewed boats such as the Raiding boat place the crew counters that are on board underneath the boat counter itself. A boat that can carry crew can also carry any characters such as Admirals and Wizards.

Bomb-Boats

These are set adrift from a ship, after the special triggers have been set on the large amounts of explosives that are packed into these unmanned vessels. Bomb-boats drift D6" in the direction of the prevailing wind. They are moved before any other craft, and the player with the initiative for the turn must move all of his Bomb-boats first.

Once a Bomb-boat comes into contact with a ship or Sea Monster it explodes (regardless of whose side the target belongs to). If it hits a sunken ship, wreckage or any other obstacle it explodes harmlessly, scattering the seascape with planking and nails.

If a ship set off the Bomb-boat it suffers one hit on a random Low location, re-rolling any misses. If you roll a one the fuses and triggers have failed, remove the Bomb-boat from the table. Any saving throws are made with a -1 save modifier, and may cause critical hits as usual. Monsters which suffer a hit will take a wound as normal.

Raiding Boats

Raiding Boats act as a very small ship. They only move by using oars, and can fire a small swivel-mounted cannon to the front of the vessel. This small cannon has a 180 degree fire arc to the front, like some Dwarf ships. It may only fire at short range and hits do not benefit from the normal -1 saving throw modifier for short ranged attacks. Raiding boats may move D3+1" per turn and move like a ship with oars, though they are manoeuvrable and use the Hawkship turning template when they change direction.

A Raiding boat may carry up to 2 crew counters, placed on the actual boat counter, which may board other ships as normal, and may also be boarded as normal, but note that the swivel gun cannot fire grapeshot.

Lifeboats

These large boats move and fight in the same way as Raiding boats, but may only carry one crew counter. They are also unarmed and so do not have the swivel gun. They may only be used when a ship is sunk. Note that the Characters may survive the sinking of the ship, but may not use a Lifeboat to escape death during a boarding action or when all the crew are killed in other circumstances. A Lifeboat is handy because an ordinary Raiding boat cannot be launched except during the ship's movement making it impossible to rescue crew in one.

Attacking Boats

Raiding boats and lifeboats may be boarded in the normal manner but may not be shot at by main weapons, as they cannot be pointed low enough to target small vessels bobbing just above the waves. A ship may use defensive fire (see p.17 of the Sea of Blood rulebook) to fire at boats within 3", and this is done after any other firing. Any dice that roll a 5 or more will hit the boat, causing it to make an unmodified save of 4+ or be destroyed. Destroyed boats do not create wreckage, so the occupants of a boat will be drowned automatically. Spells may be targeted at boats as usual, or at any crew they may have, and if the target takes any damage (after its 4+ save) it will be destroyed. Flyers and other boats may attack boats as normal, as can Sea Monsters. Unmanned boats, other than Bomb-boats, should be removed from play.

Raiding Boat	Raiding Boat	Raiding Boat	Raiding Boat
Lifeboat	Lifeboat	Bomb-boat	Bomb-boat

NEW RULES

Traitor Space Marine Forces

At the start of each mission the force of the Traitor player is portrayed by the number of blips available to him. As the Traitor force that has overrun the ship is Slaanesh's, Emperor's Children these are usually six blips. To determine the Traitor force use the ten lettered Hybrid blips from Genestealer mix them up and draw six, the letters represent the following Traitor Terminators:

- A Traitor with assault cannon (1 reload) and power glove
- B Traitor with heavy flamer and power glove
- C Traitor Lexicanium (Librarian mastery level 1) with force axe and storm bolter
- D Traitor with lightning claws
- E Traitor with thunder hammer and storm shield
- F Traitor with storm bolter and chain fist
- G Traitor with storm bolter and chain fist
- H Traitor with storm bolter and power glove
- I Traitor with storm bolter and power glove
- J Traitor with storm bolter and power glove

Traitor Sergeants

After drawing his force the Traitor player then must change one of blips D through J to a Sergeant armed with storm bolter and power glove. He notes down which blip is to be the Sergeant before play and announces it when he converts the blip. If a Traitor Space Marine with storm bolter and chain fist is chosen to represent the Sergeant the Sergeant is armed with a power sword rather than a power glove.

Special Blips

The Traitor player has two special blips that he can use once in the game. Use two different numbered purestrain blips from the expanded blip set to represent these:

- 4 Traitor Terminator Captain armed with storm bolter, power sword, power glove and grenade launcher
- 5 Traitor Chief Librarian (mastery level 4) armed with storm bolter and force axe

To use them the Traitor player must decide before drawing his other forces whether or not he is going to include one or both in his force. He then draws further blips to form the same force. E.g. the Traitor player decides to use the Captain in mission two, he first takes this blip and then draws a further five blips instead of six. If the Captain is used in a squad the Traitor player does not get a Sergeant for that squad. The Traitor player does not have to inform the Space Wolf player if he is using the special blips until he converts them. Each special blip can only be used once each in the entire campaign so use them wisely.

Blips

When used to represent Traitor Space Marines blips have only 4 AP but in all other aspects behave like standard Genestealer blips. They do not pay to turn but the traitor player can not use CP to move them further. He may however use CP if a blip is converted to a model in the Space Wolf players turn. The blips cannot fight and the Traitor player does not receive bonuses for unconverted models, such as extra Command points for a Captain. The Traitor player also does not receive psychic cards

for unconverted Librarians. The moment a Librarian is converted the Traitor player receives 4 cards for the first and 2 cards for any subsequent Librarians. The fourth card is above the maximum and is given so that the Traitor player has some selection to make up for the time while his Librarian was unconverted. The Traitor player then must immediately dispose of any excess cards he is allowed for his hand before any further action is taken.

The Wolf Guard

The Wolf Guard is less doctrine than Terminators from other Imperial Chapters so the forces for each mission vary as Brother Captain Kveld-Ulf breaks up and rearranges his Squads to examine the ship. The ability to act as individuals is the true strength of the Space Wolves and they therefore receive no time penalty for loosing a Sergeant.

The Wolf Guards are also fierce close combat fighters and can therefore add 1 to their close assault factor of as in the Campaign Return To Kalidus.

Storm Shield

Both the Imperial and Traitor Space Marines have Terminators armed with thunder hammers and storm shields. The shields are not only useful for parrying in close combat but they can also deflect ranged fire. If a Marine carrying a storm shield is hit by ranged fire the owning player may roll one die for each hit, on a roll of 5 or 6 the shot has been deflected. Storm shields are not as effective against assault cannons and only deflect such hits on a roll of 6. Storm shields provide no protection against section effect hits.

Ammunition

During the game some of the Imperial players Flamer and Assault Cannon Marines may survive a mission and be used again in the Campaign. The Imperial player must record how much ammunition they have left, they then have that amount in the next mission. Never in the Campaign do they receive extra reloads. Once a Assault Cannon Marine has fired the equivalent of 10 bursts he is subject to assault cannon malfunctions.

As well as these special rules all the rules printed in Space Hulk Campaigns for playing Space Marines vs Traitor Space Marines apply. For further information see the rules for Imperial vs. Traitor Space Marines in the book Space Hulk Campaigns.



I: TO THE HUNT

After boarding in their torpedoes the Wolf Guard set up a defensive perimeter. Brother Captain Kveld-Ulf broke up two squads and formed two Reconnaissance units. Sergeants Amund and Bjorn both led two men ahead into the interior of the ship but all was clear. Sergeant Amund was ordered ahead to the bridge where he would rendezvous with Squad Sven while Sergeant Bjorn was ordered to enter the lower levels of the ship and examine the cargo holds.

+11.25.20

- ++ Contact ahead, six Blips at three o'clock
- ++ Proceeding with caution
- ++ Expecting visual identification in 15 seconds
- ++ Possible friendlies, men stay your weapons

As Bjorn's unit came to the cargo level their bio-scanners lit up, six blips were ahead in the entrance to the cargo holds. Quickly Bjorn reported the situation to Captain Kveld-Ulf. Could it be that there were survivors aboard this ship or was there something sinister about the blips.

OBJECTIVES

The Space Marine player has to uncover the secret of the unknown blips and then quickly retreat back to the lift. The Traitor Space Marine player must eliminate all Space Marines.

FORCES

Space Wolves

Squad Bjorn

One Sergeant with storm bolter and power sword.
One Codicier with storm bolter and force axe.
One Space Marine with assault cannon (one reload) and chain fist.

Traitor Space Marines

The Traitor Space Marine has one squad of the Emperor's Children (6 blips).

DEPLOYMENT

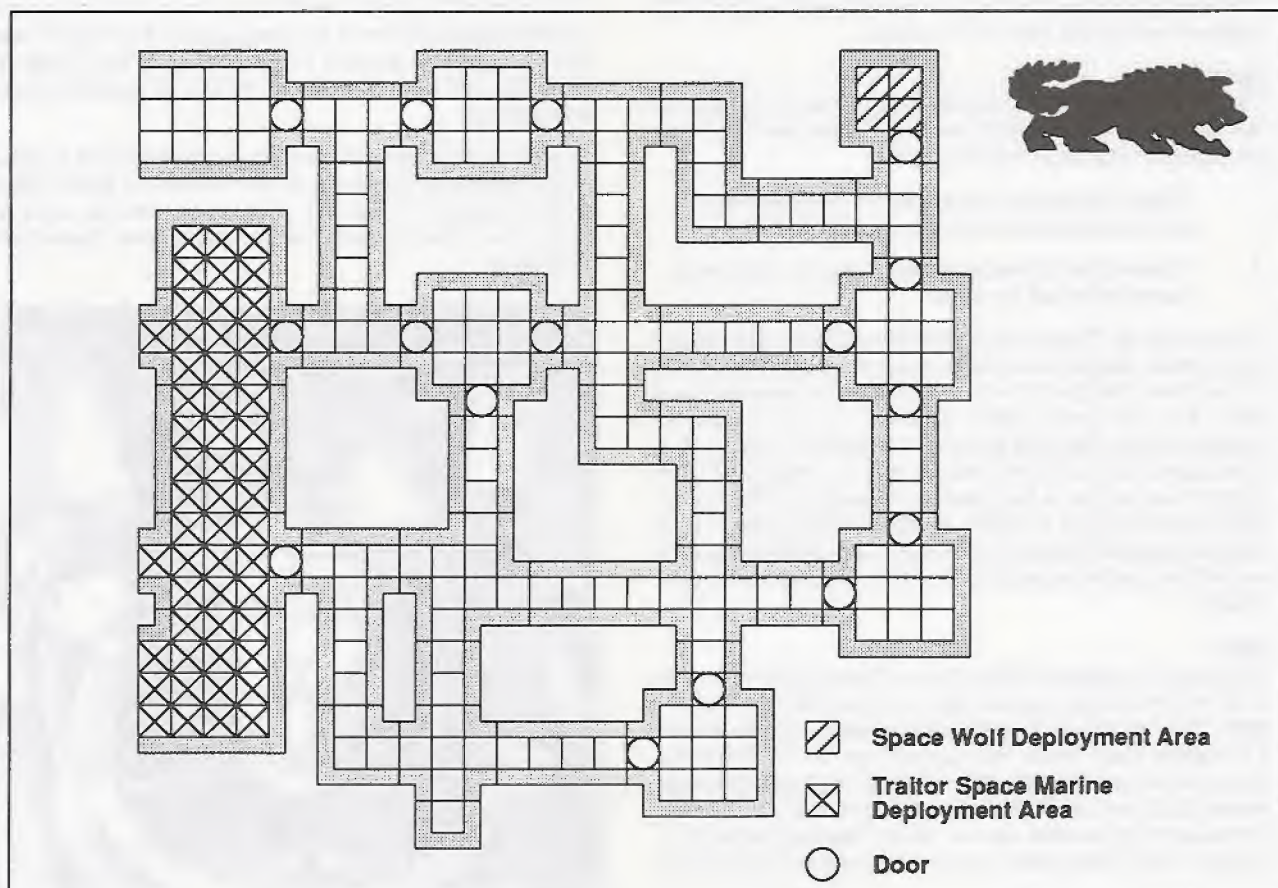
Space Wolves

The three Imperial Space Marines all start in the lift section.

Traitor Space Marines

The Traitor Space Marine player first places all crates counters on the three wide corridor section. He then places his six counters in these sections.

The Space Wolves move first.



SPECIAL RULES

The Space Wolf player uses psychic cards. If the Traitor Space Marine player has a Librarian present he may also use psychic cards.

Establishing Identity

To establish the identity the Imperial Marine player must have a blip or Chaos Marine in his LOS or convert a blip with a psyker using a SCAN card.

Until the Space Wolf player has established the identity of his opponent he may take no offensive action, shooting doors, flaming corridors, using destructive psychic powers or going into overwatch. He may use passive psychic powers such as SWITCH, TELEPORT and CONTROL. This is to represent the fact that the Space Marine player is unaware of who is ahead and will take no chances of killing a friend. He can however save CP to use in his opponents turn.

Once the Space Marine player is aware of his opponent he can withdraw his forces back to the lift.

The lift

The lift doors close automatically at the end of each turn, any model caught between is destroyed. If the doors are destroyed the lift still operates normally.

To use the lift a model inside must spend 1 AP or CP to move to another level. The lift then leaves at the end of the Chaos player's turn. It will not return until in the beginning of the Space Wolf player's second turn. While the lift is away the

section can not be entered. Any Space Marine models going off the board in this manner are safe. They cannot be followed.

Once the door to the lift has been opened or destroyed the lift can be destroyed on the same roll as needed to destroy a door. If a Jinx is used against the lift section the lift will not work nor will the lift doors close automatically. If a Blast is used against the lift door the lift is destroyed and a Vortex destroys the lift and then both the Vortex and the lift section are removed from play.

If the lift is destroyed all remaining Space Wolves are left behind and are unable to get away, even if they manage to kill all the Traitor Space Marines. Another Traitor force will arrive and they will eventually be destroyed.

VICTORY CONDITIONS

If the Space Wolf player establishes identity and manages to get one Space Wolf away in the lift he wins. If all the Space Wolves are killed it is a Traitor win.

CAMPAIGN RULES

The Space Wolf player should record which models, if any, get off the board as they are used again in mission four. He should also record how much ammunition the Assault Cannon Marine has remaining if he survived the mission.

We live so that humanity dies

-chant of the Traitor Space Marines.

2: ASSASSIN

+11.46.35

++ Receiving weak distress signal in loading area.

++ Squads Sven and Amund reporting no hostiles.

++ Brother Captain we await your order.

Captain Kveld-Ulf grit his teeth, they were in a ship occupied by the hated enemy of the Imperium, the Traitor Space Marines of the Emperor's Children chapter. These accursed Marines had turned away from the Emperor's will in the Horus Heresy and ever since battled against humanity.

Kveld-Ulf quickly ordered squads of Sven and Amund to take the bridge and secure a defensive perimeter. External scans had been thorough in this part of the ship and Kveld-Ulf was sure there could not be a high concentration of Traitor Space Marines there yet. But what could this distress signal be? Should he dispatch some of his men to investigate or should he concentrate on capturing the bridge? Before he could decide blips flashed on their bio-scanners.

OBJECTIVES

The Traitor Space Marines are sending one squad to weaken the command structure of the Space Wolves by taking out their Captain. The Space Wolves are attempting to stop the Traitor Space Marines from receiving their objective and taking as little casualties as possible.

FORCES

Space Wolves

Squad Kveld-Ulf

One Captain with storm bolter, power sword and power glove with grenade launcher.

One Chief Librarian with storm bolter and force axe.

One Marine with assault cannon (1 reload) and power glove.

One Marine with heavy flamer and power fist.

One Marine with storm bolter and chain fist.

Brothers Ingolf and Bodvar of Bjorn's Squad

One Marine with thunder hammer and storm shield.

One Marine with storm bolter and power glove.

Traitor Space Marines

The Traitor Space Marine player has one squad of the Emperor's Children (6 blips).

+11.50.10

++ Enemy approaching from junction 34-Omega-C, single squad formation. Estimate contact in 20 seconds.

++ Take up defensive positions, expect further attack squads.

++ No foe in this area, prepare for a suicide assault.

Reinforcements

At the start of turn 3 the Space Marine player reveals which models if any he has allocated to this mission. They then enter at the bottom of the three wide corridor that he used for initial deployment. At the start of turn 6 the Traitor Space Marine brings in a fresh squad at his special entry area. He must first uncover his remaining blips, shuffle them and then take six new blips. Both players can lurk if they wish and do not need to bring in all their reinforcements at once. The moment Captains or Librarians enter play the player can use their command points or receive psychic cards for the Librarians.

Final Action

If a player decides the game is going against him he may attempt to cause as much damage as possible before going down. Once he decides this he can no longer win the Campaign and can only hope for a draw at the best. The Imperial Marine player can attempt to destroy all control panels, if he succeeds in destroying all three the Traitor Space Marine player receives the command point penalty permanently. The Traitor Space Marine player can attempt to destroy all control panels and if he destroys two or more the Space Wolf player can no longer take control of the ship and must abandon it with all its valuable equipment. If one control panel remains intact he has still lost any chance of controlling the ship but can still use it to reveal the Traitor Space Marines blips. Control panels are damaged on the same roll as is needed to destroy a door and damaged panels count as rubble. The Traitor Space Marine can further attempt to self destruct the ship. If he can remove the log from its casing (2 AP) and spend further 4 AP to activate the ships self destruct mechanism. The

Space Wolf player then has ten turns to deactivate the countdown for 4 AP or else the countdown becomes irreversible. If a Vortex is used in the Log section the self destruct mechanism can not further be activated or deactivated nor can the controls be used if a Jinx is placed on the section. The Space Wolf player will not attempt to self destruct the ship as the Imperial fleet can easily fusion bomb it.

+12.18.40

++ Squad Amund reporting our position at 1-Alpha-E, shall we proceed to capture the bridge or cut off Traitor reinforcements.

++ Squad Sven entering section Alpha, estimating encounter in 25 seconds.

VICTORY

The player who eliminates all his enemies is in control of the bridge and wins this mission. If however either player decides to take final action the other automatically becomes the winner.

CAMPAIGN RULES

The players should note down who is in control of the bridge, whether or not there are any control panels still operational and if the self destruct mechanism has been activated.

3: THE BRIDGE

From the part of the ship most badly damaged a distress signal was coming. There was a possibility that there was a survivor of the crew still aboard. A survivor could report on how the Traitor Space Marines had captured the ship. Such Information was too valuable to miss. The two Space Wolves left to guard the boarding torpedoes were dispatched to the signal. Any other forces the Space Wolves could spare would be sent to aid them.

The same signal that brought the Space Wolves had alerted the Traitor forces. To let a survivor of the crew escape was impossible. The secret of the attack must be guarded at all costs. Meanwhile Wolf Lord Skallagrim and his Command unit tried to develop a plan to get the survivor away from danger. The crew member had no teleport homer and if he did he was too far inside the ship and there was too much interference

from various power fields. Bringing him back to the boarding torpedoes would be impossible, the Wolf Guard unit would be overwhelmed soon by the Emperor's Children. Suddenly a telepath pointed out the only possibility.

OBJECTIVES

The Space Wolf player is attempting to rescue the navigator and get him into the long three wide corridor with a Space Wolf so he can teleport him to his ship. The Traitor player has to stop the Space Wolves from doing this.

FORCES

Space Wolves

Brothers Hjalti and Sigurd of Squad Amund.

One Marine with lightning claws.

One Marine with storm bolter and power glove.

Plus any survivors from mission one and forces allocated from mission two.

Traitor Space Marines

The Traitor Space Marine player starts the game with one squad of Emperor's Children (6 blips).

DEPLOYMENT

Space Wolves

The two Space Wolves and any forces from mission two start in the three wide corridor section. Any survivors from Mission one start in the opposite end in the marked corridor section.

+13.45.30

++ Brother Sigurd and Hjalti converging on signal.

++ Have established contact on comlink, friendly crew member alive in section 78-Green-B, located in room 78-Green-B4.

++ Enemy squad approaching from section 79-Blue-B, will arrive in 40 seconds.

Traitor Space Marines

All the Traitor Space Marines are deployed in the marked area.

The Space Wolves move first.

SPECIAL RULES

If either player has a Librarian he may use psychic cards.

Generators and bulkheads

The crew had attempted to seal off the worst damaged part of the ship at some point but now they make things more difficult for the Space Wolves. The crew member still alive, a navigator, has placed a bulkhead in front of his room for defence. He is unable to remove it himself. All rules concerning bulkheads from Deathwing are in effect.

The Navigator

The navigator is wearing power armour and has a laspistol. Note rules concerning Power Armour in the book Space Hulk Campaigns. As the navigator is not part of the Space Wolves force he is not allowed to use command points. Nor is he able to teleport back by himself. He may however defend himself to the best of his ability and can go into overwatch. In close combat he fights with a -2 penalty. This includes the +1 bonus for the laspistol.

Traitor Command points

If the Space Marine player is in control of the bridge or destroyed all control panels the traitor forces have a -1 penalty to their command points. Also if the Space Wolves gained control of the bridge and at least one panel was undamaged the Traitor player must convert his Bibs from the start.

Self Destruct

If the self destruct system has been activated and not stopped the Space Wolf player only has 20 turns in which he can complete his mission.

Teleport

In order to be teleported back to the safety of the ship the navigator must be in base contact with a Space Wolf in the long three wide corridor and the Marine must spend 4 AP's or CP's to teleport them away.

VICTORY CONDITIONS

If the Navigator escapes the Space Wolf player wins, otherwise the Traitor player wins.

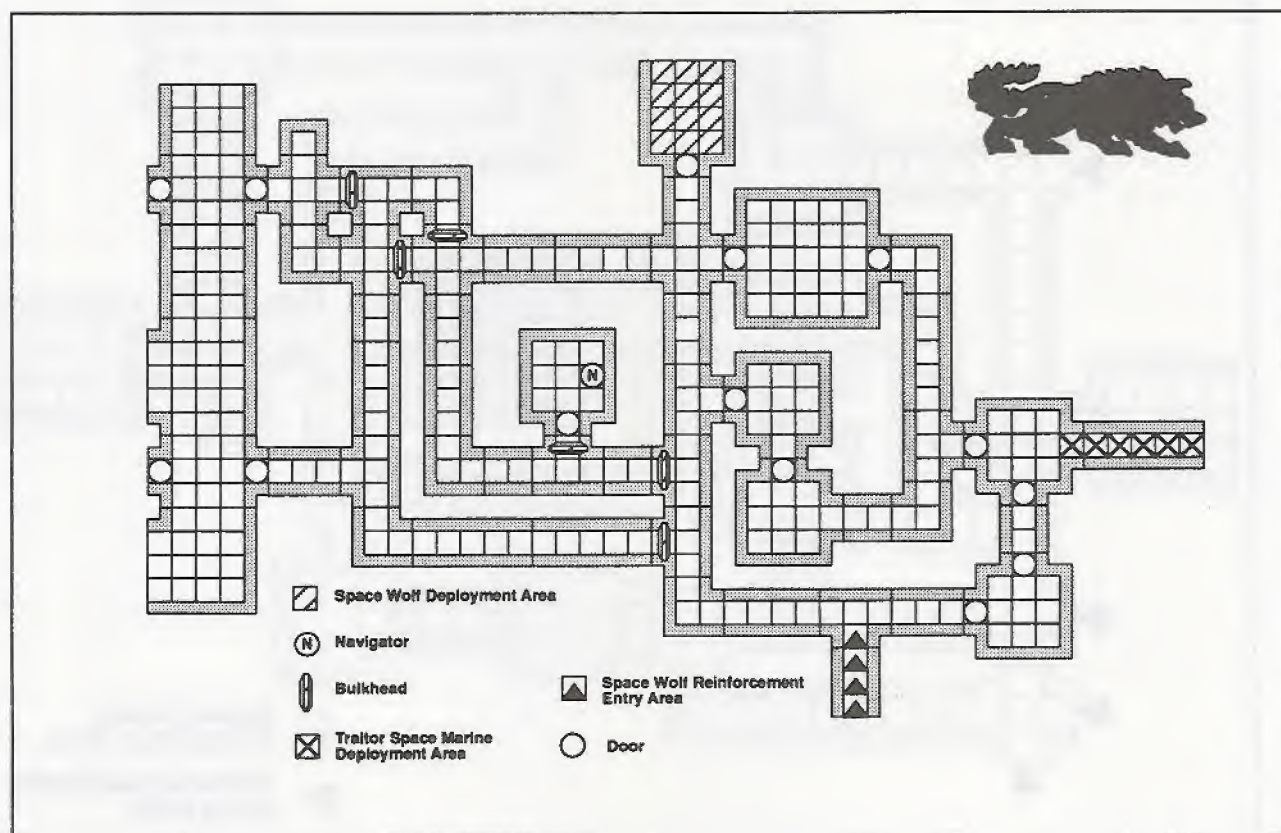


+13.48.05

++ Rescue crew member and accompany him down to section 78-Green-A.

++ Important crew member must be accompanied by a Wolf Guard to be teleported back to ship.

++ Be on guard at all times for the Emperor's Children, delay them at all costs.



DEPLOYMENT

Space Wolves

The Space Wolf player places all of his models anywhere in the large room section in any facing.

Traitor Space Marines

The Traitor Space Marines arrive as two blips per entry area, there are no reinforcements.

The Traitor Space Marines move first.

SPECIAL RULES

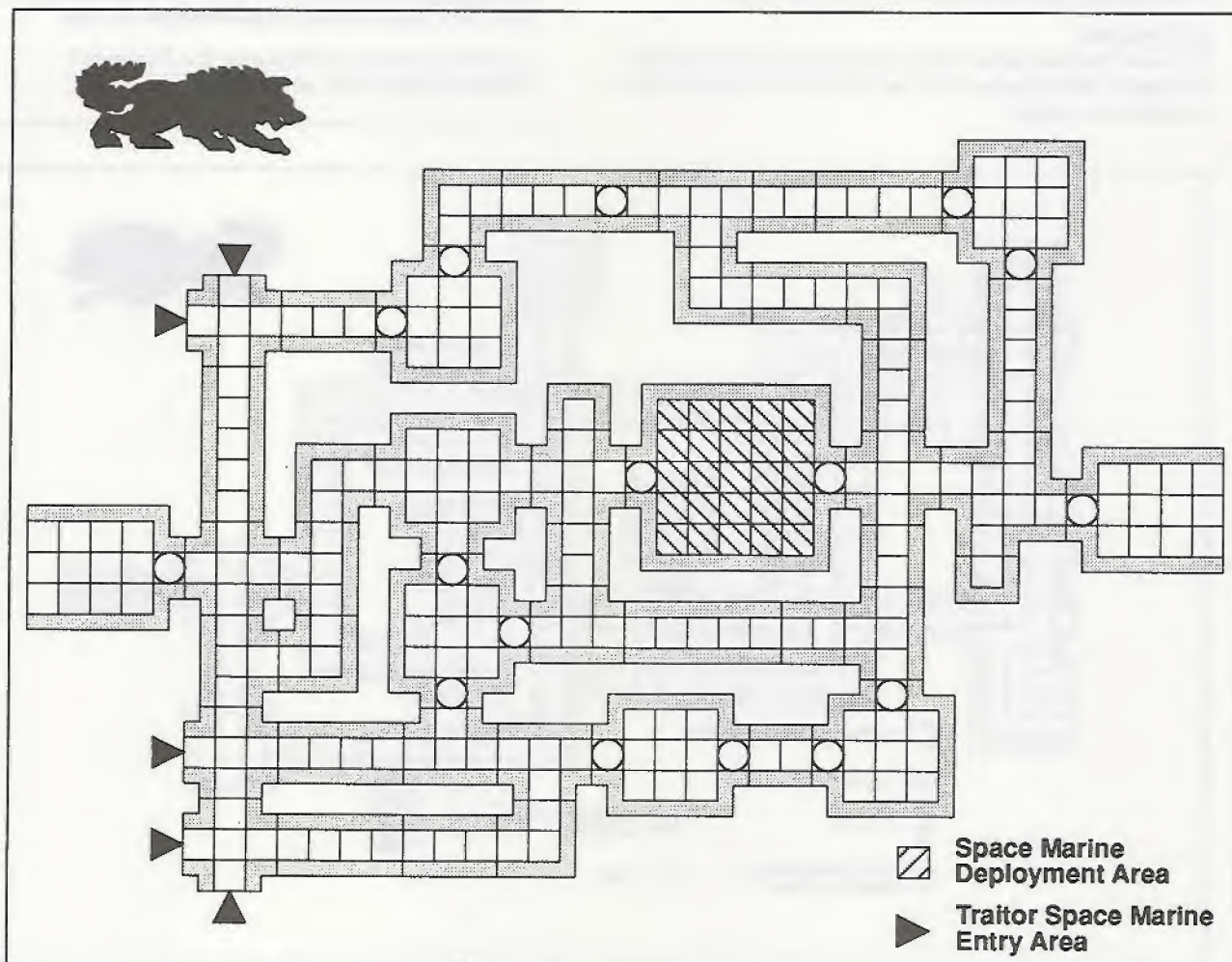
The Space Wolf Player may use psychic cards, if the Traitor Space Marine player has any Librarians in his force he may use psychic cards.

VICTORY CONDITIONS

The game ends when either all the Imperial or Traitor Space Marines are dead. If the Imperial Marine Captain is still alive at this point the Space Wolves win, otherwise the Traitor Space Marines win.

CAMPAIGN RULES

If the Space Wolf player won he must split his remaining forces between the two remaining missions. He must decide now how he will divide his models and record it on a sheet of paper. The Traitor Marine player will not know how these forces are split until the reinforcements arrive in the bridge.



4: DISTRESS SIGNAL

If the Imperial forces were to have any chance of recapturing the ship they must take the bridge intact. From the bridge the Space Wolves would have complete control of the ship and be able to monitor any movement from the main computer. Enemy concentrations in this part of the ship were still low so it was vital the bridge be taken fast.

OBJECTIVES

Each player is attempting to control the bridge, while preventing the other player by destroying them.

FORCES

Space Wolves

Squad Amund

One Sergeant with storm bolter and power sword.
One Marine with heavy flamer and power glove.
One Marine with thunder hammer and storm shield.

Squad Sven

One Sergeant with storm bolter and power glove.
One Lexicanium with storm bolter and force axe.
One Marine with assault cannon (one reload) and power glove.
Two Marines with storm bolters and power gloves.

Traitor Space Marines

Three blips in the bridge area and one full squad (6 blips). He receives another squad as reinforcements by turn 6. The Traitor Space Marine does not get a Sergeant for the bridge.

DEPLOYMENT

Space Wolves

Squad Sven starts in the three wide corridor section while the Squad Amund starts in side room.

Traitor Space Marines

The three blips can be placed anywhere in the bridge while the squad is placed in the three wide corridor.

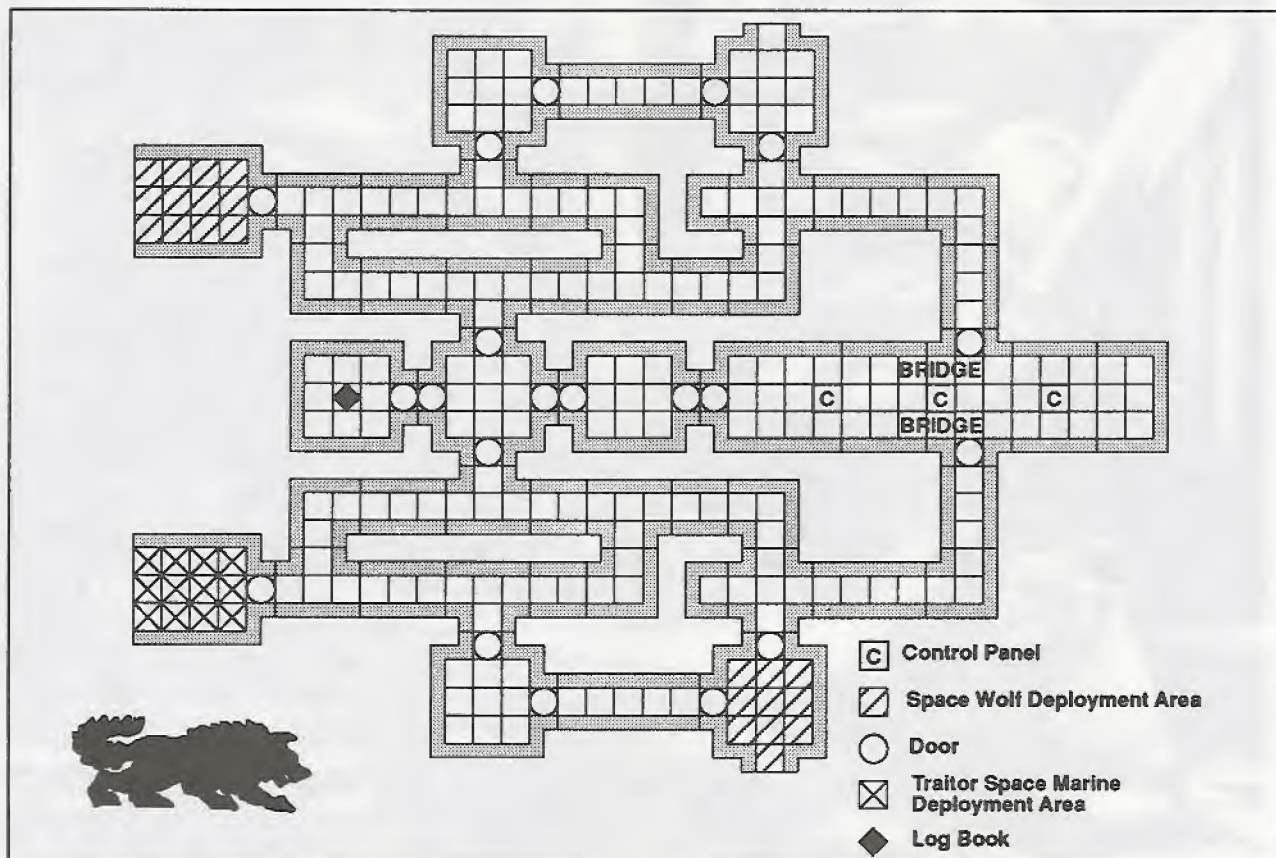
The Space Wolves move first.

SPECIAL RULES

The Space Wolf player uses psychic cards, if the Traitor Space Marine player has Librarians in play he may use psychic cards.

Control panels

To receive full amount of command points the Traitor Space Marine player must have one model or blip in base to base contact to a undamaged panel. If he does not he subtracts one point from his total. Command points from his Captain are unaffected. If a Space Wolf comes into base to base contact with a control panel the Traitor Space Marine must immediately reveal his remaining blips as the Space Wolf can now observe his positions. As long as the Space Wolf remains in base contact the Traitor player must reveal all his blips. Neither player will deliberately damage the control panels unless he decides the game is going against him, see final action.





CAMPAIGN VICTORY

There are four results for overall victory in the campaign.

Total Space Wolves Victory

If the Space Wolf player is in control of the bridge with at least two control panels left undamaged and the ship is not about to self destruct, as well as he has saved the Navigator, the Space Wolf player has achieved complete victory. Observing the Traitor Space Marines from the monitors the Space Wolves can bring in their power armoured brethren and clear the ship. The vital siege equipment can be brought to Optima Prima and the Navigator can provide information on the Traitor Attack.

Partial Space Wolves Victory

If the Space Wolves gained control of the bridge with at least two undamaged panels and prevented the ship from self destructing but failed to save the navigator, the campaign is a partial win. The Space Wolves have done well but no more than expected.

Draw

If the Space Wolf player only managed to save the navigator but did not manage to control the bridge or defend the panels and self destruct mechanism they have failed. But the Traitors have also failed to let a survivor escape the ship.

Traitor Space Marine Victory

If the Traitor Space Marine Player prevents the Space Wolf player from both capturing the Bridge undamaged, or self destructs the ship and prevents the navigator from escaping the campaign is a Traitor Space Marine victory.

If the Space Wolf player is in control of the bridge with at least two control panels operational the players can continue the campaign by designing their own missions as the power armoured Grey Hunters and Blood Claws come and clear the ship. Assume both players have 80 points to buy their forces if you design a campaign, otherwise allow each 20 points for each mission. The Traitor player selects his forces from the traitor terminator list and the Space Wolf player from the power armour list. In addition the Space Wolf player may use any survivors from this campaign. Note the Space Wolves are better in hand to hand combat than other Chapters so all get a +1 close assault factor bonus.

They shall know no fear.



WARHAMMER

UNDEAD PLAGUE CART

While digging around the Games Workshop archives (not a pleasant experience) a member of our staff came across a dust encrusted box marked with the potent runes 'Undead Plague Cart'. Intrigued, we scanned the pages of our recently acquired Warhammer Armies:

Undead, but found no passages that could ease our curiosity. We questioned Jervis Johnson about this state of affairs, and he said 'Erm...Ahh...Hang on a moment', and spent the next half hour typing frantically at his desk. He then bounced to his feet declaring 'Oh, yes! That's where I put them'. Here they are, exclusively for the Citadel Journal.

THE UNDEAD PLAGUE CART

150 points

Up to one Undead Plague Cart may be included in an Undead army at a cost of 150 points. The Plague Cart is driven by the mighty Wraith called Lord Virion the Grim. He is one of the Dark Lords of Nagash, those five fell beings who in ancient times were the foremost of Nagash's captains and apprentices and have become the most feared destroyers of his enemies. No-one really knows the early history of Lord Virion, but it is whispered that he was one of the rebel Priest Kings that followed Nagash's teaching over 4,000 years ago, and that it was he that created the spells and rituals that Nagash used to unleash the plague which destroyed the ancient civilisation of Nehekhara and toppled the great king Alcadizaar.

Whatever his past, now Lord Virion and the Plague Cart he drives have become the very symbol of the last journey which ends at the cemetery gate, and he is a powerful ally for any Undead army. No-one knows when or where Lord Virion will appear next. He simply arrives at the start of a battle, driving his creaking cart of death with its dark cargo of doom into the centre of the action, bolstering the power of the Undead and filling the hearts of the living with despair. Once the battle is over he vanishes as quickly and mysteriously as he appeared.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Lord Virion	4	3	0	3	4	3	3	2	5
Plague Cart	-	-	-	5	5	3	1	D6	-
Plague Cart Steed	6	2	0	3	3	1	2	1	5

WEAPONS/ARMOUR: Lord Virion is armed with a scythe which is treated as a double handed weapon in hand to hand combat.

MAGIC ITEMS: Lord Virion may take up to one magic item, which must be the Plague Cart that he drives. The rules for the Plague Cart are given below.

SPECIAL RULES: Lord Virion is a Wraith and all of the special rules that apply to Wraiths apply to him also. See the Undead Bestiary rules section for the full rules. Lord Virion is a special character and can fight and move on his own. He does not have to be taken as the member of a regiment in the same way as other Wraith champions.

THE PLAGUE CART

The Plague Cart is treated in exactly the same way as a chariot, and all of the rules that apply to a chariot apply to it too. In addition, as long as the Plague Cart is intact and Lord Virion is driving it, the Undead player is allowed to cast a spell once per Magic Phase that will create D6 skeletons or zombies from the dead warriors that litter the battlefield. The models may be added to any unit of Skeletons or Zombies within 18" of the Plague Cart. Alternatively, they can form an entirely new unit if at least 5 models are raised. Note that this spell is exactly the same as the Summon Skeletons spell, except that it does not require the use of a Power card to be cast. The notes in the Undead Army book pertaining to the Summon Skeleton spell also apply to the Plague Cart's spell.



MIGHTY EMPIRES

THE FORGOTTEN LANDS

BY NIGEL STILLMAN

Another stealthy foray into the Art Files Of Doom led to the discovery of some previously unreleased Mighty Empires tiles. After battling our way past the Guardian of the Art Files, the implacable Squig 'Ead (Dave), we managed to recover these ancient treasures. A delve around the studio dug up some rules written by Nigel (rumours that we actually dug up Nigel as well should not be believed as they are completely unfounded), so we had the basis of an article. Adding some joyful banter from the Journal Bunker and an available inside cover, we were away!

Making Your New Tiles

To make your new Mighty Empires tiles photocopy or cut out the tiles on the inside front cover of this issue of the Journal. Stick them onto thin card (card aquired at College is ideal). Cut them out following the black lines with a quality pair of scissors (usually found in Mother's sewing box).

Including the Tiles in a Mighty Empires Game

The new tiles can be shuffled into the map decks as normal, though you should close your eyes or something in case you can tell which ones are new. They are made part of the map exactly like the tiles in the game. Simple, innit?



SPECIAL RULES

There are some special rules that go with some of the tiles, as follows.

River Delta

This River ending tile is different because the river splits into many rivulets and streams, rather than widening into an estuary. This makes the ground highly fertile and well irrigated, but also makes it difficult to build large settlements without extensive landscaping of the surrounding area. To represent this the tile is treated like any other coastal tile except that it costs more to upgrade villages to larger settlements. It costs 7 Gold Crowns to build up a village to a Fortress and 12 Gold Crowns if the tile is barren. It is impossible to build a City on such terrain, and so you should re-roll any result on the scouting chart that indicates there is a City in the tile. Any settlement in the tile gains you an extra D3 Gold Crowns from increased revenue, rolled in each Revenue phase.

Isthmus

Continental separation has caused one large land mass to be split into two. There is a rocky gap between the two shores but the gap is narrow enough to be bridged, though at great cost. Any Banner wishing to cross from one side of the Isthmus to the other must make a Route Roll to see if they ferrying across of troops goes without incident. A bridge may be built over the Isthmus like a river, but it will cost twice as much as a normal bridge. A city located within this tile will only have a bridge across the Isthmus on a roll of 4+ on a D6, made when it is discovered. Other settlements will never have a bridge across. The Isthmus makes it hard to surround a settlement in the tile, as they are inevitably built near the waters edge. There is an additional -1 strategic modifier whenever a battle takes place in this tile.

The Isthmus also generates an extra Gold Crown in revenue if there is a bridge located there, due to the toll levied on travellers.

Rocky Promontory

This rugged area of coastline is a warning that the surrounding sea is littered with reefs, rocks and other underwater dangers. Whenever a ship moves into this tile it should roll on the Sea Hazards table.

Off Shore Isle

When scouting the Isle this tile counts as coastal, yet it should be part of your Open Sea tile deck. The tile can support any kind of settlement, and is treated like any other coastal tile except in battle. As the tile is easily defended there is a further -2 strategic modifier for any battles taking place in this tile. For obvious reasons, Banners may only travel between the main coast and the Off Shore Isle by being transported on a ship.

Rocky Coast

Although it is in the coastal tile deck, the Rocky Coast tile should be treated as a highland tile for scouting, movement and Winter retreats. The steep cliffs and lack of level shoreline make it impossible to enter this tile from the sea. Banners on ships may not scout this tile or disembark from a ship onto this tile.

Chasm

The land is rent by a great fissure, created by turbulent tectonic and seismic activity. The Chasm itself is impossible to bridge or cross, so no Banner may exit the tile from an edge which is on the opposite side of the Chasm. The area is also very prone to earthquakes, so a D6 should be rolled in every Winter Events phase. On a roll of a 1 there is an earthquake with the following effects. Any settlement in the tile will be Razed, place a razed counter in the tile. Any Banners in the tile are destroyed. There is a chance that the seismic activity spreads to surrounding tiles, so roll a D6 for every tile adjacent to the Chasm. On a roll of 1-3 it is affected by the earthquake and suffers the effects above. On a roll of 4+ the tile is unchanged.

Volcano

This card is treated like any other Highland card, with one difference. Roll a D6 in every Winter Events phase, on a roll of 1 the Volcano erupts!

Any settlement and Banners in the tile are destroyed, replace the settlement with a territory marker to represent the fact that it is now barren. In addition the lava spreads to D6 adjacent tiles. To determine which tiles, number one tile face as 1, and the others 2-6 working clockwise. Roll a number of D6's equal to the amount of lava flows to see where they spread to. Any tile affected by a lava flow is razed and any banners caught are destroyed.

Sand Banks

This tile will be only used if you are using the rules for open sea (printed in White Dwarf 132/ 133). With the introduction of a different type of Open sea tile you should make an open Sea deck in the same way as the other tiles (choosing one at random, etc.). The Sand Banks are a Sea Hazard and any ships should roll on the Sea Hazards chart at the end of this article. The Sand Banks cannot be Scouted or support a settlement, and troops may not be landed on them.

Plateau

The Plateau provides you with another Capital tile, so you may choose to base your Realm here. It should be treated like any other highland tile except that there is an additional -1 strategic modifier on any battles taking place within that tile, due to the defenders being able to set up earthworks and ambushes with greater ease.

Sea Hazards Chart

D6	Result
1	The fleet runs into bad weather while trying to negotiate the reefs. It is destroyed completely, along with any banners on board.
2	The ships run into problems and catch against the reefs. All baggage is lost and each banner loses D6x100 points. In addition, at the start of each subsequent campaign turn roll 1D6. On a roll of 1-3 the fleet may not be moved. On a 4+ it has escaped the reefs and may move as normal. Ships that are still stuck when the Winter season starts are automatically destroyed.
3	Crew and soldiers are flung over the bulwarks as the ships narrowly miss the rocks and collide with each other. Every banner loses D6x100 points while any baggage carried is lost.
4	The cargo of the ships is lost as the captains try to lighten their loads by throwing stuff overboard, allowing the ships to pass over the underwater dangers. All baggage is lost.
5-6	The fleet manages to pass the hazard with no more damage than a few pieces of soiled underwear!



Love Thy Neighbour.

By Blair Christian.

Blair has written in from New Zealand with these rules for expanding your games of Mighty Empires, and we thought they were good – Thanks Blair!

NEW RACES

Scouting

If you have scouted a settlement in a tile and it voluntarily joins your Empire, roll a D6. On a roll of a 1 it is not of the same race as you so roll on the following Settlement Race charts to discover what race the inhabitants are (use the same alignment as your race). If you have scouted a settlement that resists you should roll a D6, on a 1-3 it is a Good race, on a 4-6 it is an Evil race. You should then roll on the appropriate chart to discover who lives there.

It is entirely possible to be resisted by your own race, don't re-roll this result (it is probably some rival Baron or Warlord). Independent Realms.

It is usual that you have more Capital tiles on your board than necessary, especially if you combine several sets like I do. If you do then you can use unused Capital tiles (those not part of a players Realm) as Independent Realms. Place a city model on each unused Capital tile and roll on the Race tables below (1-3 it is Good, 4-6 it is Evil).

When Scouting into a tile that is part of an Independent Realm you should roll on the Scouting table as normal. If you scout a Settlement in the tile, it is automatically of the same race as the Realm, and thus may not be eligible to join you voluntarily, even if it wants to! After all what self-respecting Dwarf King is going to have a natter with a lowly, scummish mob of Chaos Dwarfs! Basically Good races can ally with Good races, and Evil can ally with Evil (simple isn't it!). If it is of the correct alignment they can desert their liege and join you as normal.

Independent Capitals

Independent Capitals won't join your empire as a result of a Scouting roll. The only way to get them on your side is through diplomacy or force!

Special Rules for Banners

We have made up some special rules for all of the races now, so that everyone has that little bit of extra character to their tactics:

Chaos have many cultists, even in frontier regions and unexplored areas. To represent this, whenever a Chaos force besieges a settlement its followers start to stir up discontent and lobby the civilian leaders to surrender. Whenever the besieged force has to roll on the Starvation chart (p. 30) there is a -1 modifier.

Brettonia has a long history of siege warfare between its many Barons and Dukes, so they have a good knowledge of fortress defences. Therefore, whenever a Brettonian player is defending in a siege the attacker must deduct -1 from the Battle Result chart.

Chaos Dwarfs are equal in toughness and endurance to their lawful kin. They follow all of the rules given for ordinary Dwarfs.

Dark Elves are equally sophisticated as their brethren on Ulthuan and follow all of the rules given for High Elves.

Empire forces, like Bretonnian armies, are adept at siege works and assaults, and so add +1 to the result when they attempt to assault a besieged settlement.

Allied Banners.

With the rules given above there are certain restrictions imposed upon what allies you may choose for your armies, as you can't have High Elven allies unless you have a High Elf settlement in your empire. We have changed the rules for Allies in Banners:

For each village or Fortress of a particular race you can have a Banner using that race as Allies. e.g. Two Dwarf settlements mean up to two of your Banners may contain Dwarf Allies. If you have a City in your empire then any number of your Banners may contain that race as Allies.

Battle Results.

Now that every settlement is inhabited by a particular race it is important to monitor if this changes. If you defeat a settlement that is on the same alignment table as your race then you have a choice of re-populating with your own race or leaving it as it is. If the race is of the opposite alignment then they are slaughtered mercilessly or flee, change the village, Fortress or City to your race.

SETTLEMENT RACE CHARTS

GOOD

D6	Result
1	Brettonnian.
2	Dwarf.
3	Empire.
4	High Elf.
5	Wood Elf.
6	Roll on this chart again.



EVIL

D6	Result
1	Chaos.
2	Chaos Dwarf.
3	Dark Elf.
4	Orcs and Goblins.
5	Skaven.
6	Undead.

We Bring Greetings, Sire.

By Gavin Thorpe.

Using the race rules provided in the previous article, these expanded diplomacy rules provide a method for realistic interaction between the different Warhammer races.

There are many ways to rule the world and military force is only one. Many great historical generals, such as Sigmar who founded the Empire, Count Luisigotti of Estalia and General Didier Partouche of the court of Bretonnia, believed that armed force should only be necessary after all other avenues have been explored. It is much cheaper and quicker to send a small diplomatic party to woo the rulers of settlements and nations who have not joined you. Sending an army can leave a gap in your defences which a canny opponent is bound to exploit. Of course, it is often inconceivable that you would wish to do anything except crush the heretic scum into the ground. But that's only because you detest them...

Race Diplomacy Chart

Whenever you send a diplomatic mission to an independent settlement or Realm, you should use the modifiers on the chart below. Simply cross-reference the two races involved and apply the modifier to your roll on the Diplomacy table. If two or more empires send envoys to the same settlement then the race with the most positive modifier will get the hearing. If there is still a draw then resolve the dispute as normal.



RACE DIPLOMACY TABLE

	BRETONNIAN	DWARF	EMPIRE	HIGH ELF	WOOD ELF	CHAOS	CHAOS DWARF	DARK ELF	ORCS	SKAVEN	UNDEAD
BRETONNIAN	+4	-	+1	-	+1	ND	ND	ND	ND	ND	ND
DWARF	-	+4	+2	-2	-2	ND	ND	ND	ND	ND	ND
EMPIRE	+1	+2	+4	-	-	ND	ND	ND	ND	ND	ND
HIGH ELF	-	-2	-	+4	+2	ND	ND	ND	ND	ND	ND
WOOD ELF	+1	-2	-	+2	+4	ND	ND	ND	ND	ND	ND
CHAOS	ND	ND	ND	ND	ND	+4	+1	+1	-	+2	-
CHAOS DWARF	ND	ND	ND	ND	ND	+1	+4	-1	-	-1	-1
DARK ELF	ND	ND	ND	ND	ND	+1	-1	+4	-	-	-
ORCS	ND	ND	ND	ND	ND	-	-	-	+4	-1	-
SKAVEN	ND	ND	ND	ND	ND	+2	-1	-	-1	+4	-3
UNDEAD	ND	ND	ND	ND	ND	-	-1	-	-	-3	+4

A result of ND indicates that no diplomacy is allowed between the two races.

Expanded Diplomacy

Diplomacy is not as clear cut as it may first appear. An independent settlement may be willing to help your empire but does not wish to be seen to do so by your enemies. To avoid incurring the wrath of greater nations the help they may give may be subtle and less obvious than armed assistance or total loyalty. Sometimes a ruler will send his own diplomats to your enemies and use the opportunity to spy on them or to perform deeds of sabotage. Other times he may just allow you to pass through his realm and hinder the movement of the other empires, giving you greater freedom to move around and outwit your opponents. To represent this there is an Expanded Diplomacy Table below. You can use the chart below instead of the chart in the Mighty Empires rulebook. It is treated exactly the same and the different results are explained at the end of this article.

EXPANDED DIPLOMACY TABLE

D6	RESULT
0 or less	Your envoys are ridiculed and thrown out. You may not send another diplomatic mission to this settlement.
1	Your smart talking diplomats fail to impress the ruler, but you may try again in later Winter seasons.
2-3	The ruler is well disposed towards you but promises nothing yet, you may add +2 to future diplomacy rolls at this settlement.
4	The ruler does not wish to oppose the other empires but will give you Covert Aid.
5	The ruler is not yet ready to openly oppose the other empires but grants you Covert Aid and Subsistence Rights.
6	The ruler openly declares his allegiance to you and gives you Overt Aid and Subsistence rights.
7+	The settlement is absorbed into your empire with only a few protests from the native traditionalists, you may change the settlement to your flag.

Terms

Covert aid. The ruler donates D3 gold crowns every winter season for you to spend on espionage, as the settlement sends agents into the opposing empires under the pretence of friendship.

Subsistence Rights. Your troops may subsist in this settlement though a banner may not occupy the settlement for more than two campaign turns in a row. You may not start troops in this settlement at the start of the Campaign season and you may not make Winter Retreats to the settlement.

Overt Aid. The settlement is treated as one of yours for the purposes of allies (see previous article) and will supply D6+2x100 points of troops at the start of every campaign season. The troops may join existing banners as allies or form their own banner if there is sufficient numbers.



ASSAULT

By Ian Pickstock

In this first part of a two part article we take a look at expanding your games of Warhammer 40,000 with fortified defences such as trenches, emplacements and razorwire.

In this first part of the assault article I will deal with rules for some basic types of defences for use in your games of Warhammer 40,000. In the next issue I will cover larger fortifications like strongholds, watch towers and large wall sections. I won't go into great deal of details of how to include the defences covered in this article in games or how to play attacker/defender type games. All of these will be covered next issue. For the time being if we simply say that any defences purchased as part of an army, including Battle Bunkers are placed in exactly the same way as Battle Bunkers. Defences are deployed before troops, with the player with the lowest strategy rating placing their defences first. Defences can be placed any where within the players own deployment zone. Some defences may be placed any where on your own half of the table, details of these will be shown on the datafaxes printed at the end of this article. If any defences are placed outside your own deployment zone, then they can only be manned by units with the Infiltration ability.

Any race may purchase fortifications as part of their Support allowance. This means you may never spend more than 50% of your points on fortifications.

If either side has chosen to use fortifications then they may use the new Mission Card printed at the end of this article. If you have included fortifications in your army then you may use the Hold the Line mission card (printed in White Dwarf 169). If your opponent has included fortifications in his force then you may use the new Storm the Fort mission card.

CONCEALED UNITS

Some types of fortifications like trenches, are very good at hiding defending troops, this is because the fortifications by their very nature are concealed from the enemy. The attacker isn't aware of any defending troops because the attacker isn't aware of anywhere to hide troops. Types of fortifications which are particularly good at concealing troops are trenches and concealed bunkers. If a type of fortification can conceal troops then any units that you deploy in that fortification at the beginning of the game can be concealed. Concealed units don't have to be placed on the table. Instead take one of the concealed unit markers, mark on a separate piece of paper what models or unit the counter represents and place the counter in the fortification where that unit will be concealed. **Important:** All the models represented by the concealed unit counter must be placed in the same fortification and therefore a concealed counter can never represent more models than can be accommodated by the fortification.

While that unit is concealed it may not be shot at, and cannot be charged by enemy models. If any or all the members of a concealed unit wishes to move or shoot then it must give up its concealed status and the unit represented by the concealed marker must be placed on the table. A concealed unit may go into *overwatch* without giving up its concealed status, but as soon as it fires it will give away its position and lose its concealed status. A unit can only start the game concealed, if any models enters a fortification that can conceal troops then they can only hide.

Revealing and Placing Concealed Units

Concealed units are revealed in the same way as spotting hidden troops. If a concealed unit counter is within the spotting distance of a model then they have been spotted. The spotting distance for a model is equal to the model's Initiative characteristic in inches. The concealed unit counter is flipped over to show its 'detected' side. Of course if an enemy trooper gets into a position whereby it is obvious that they would be able to see the concealed troops then they are spotted.



Concealed models which are spotted are all placed in the fortification in which the concealed counter was placed.

Detecting Concealed Units

Concealed units can be detected like hidden troops by using some devious and cunning piece of wargear like a Scanner or the Helm of Durnfast.

Firing on Concealed Units

Concealed units that are detected can be fired upon in the same way as detected hidden troops. The units that spotted the concealed unit can shoot at them as usual and the rest of the army can fire on them with any weapons with a blast marker, hitting any concealed model caught under the template on the D6 roll of 4 or more.

Moving Concealed Troops

Concealed troops may not move, but they may give up their concealed status and become hidden. This means the concealed unit has to be placed on the table but allows the unit to move as long as they stay out of LOS of the enemy.

TRENCHES

It is quite common for defending infantry units to make their own cover, these are quite simply trenches dug in the ground, providing hard cover and allowing troops to hide in areas of open ground waiting for enemy formations to pass so they can be ambushed. Trenches can be dug in any shape, a trench could be long line or it could be a round pit, whatever the shape a single trench section shouldn't be able hold more than ten infantry models. Mole mortars may be placed in trenches and walkers and dreadnoughts may be placed in trenches. But remember the walker or dreadnought will not be able to leave the trench if the sides of the trench are higher than the models knee. Your trench models can have an open end or ends to allow other sections to be joined together. There is a trench datafax at the end of this article.

Moving into, out of and over Trenches

Models in trenches can move along trenches as normal, any models wanting to move out of a trench count as moving across an obstacle and must surrender half their movement to do so. Models can move into trenches for free as long as there is enough room to place the model in the trench. Models which charge models in trenches may enter the trench if there is room to place them in the trench. If there isn't room to place the model in the trench then they must attack from the edge of the trench. Of course attacking from the edge of the trench means the attacker gets a +1 bonus for higher ground, this means trenches are very vulnerable to close combat attacks. An attacking model can use its follow up move to enter the trench, there should be room now! Models only move trenches if they are in their possession or are empty. Crossing a trench counts as moving over an obstacle.

Vehicles attempting to cross the trench should treat it as an obstacle and should follow all the rules for crossing obstacles and collisions as printed in the Warhammer 40,000 Rulebook.

Attacking from the Trenches

Models that are in a trench may fire from the trench using the normal shooting rules.

Shooting at the Trench

Models in trenches can be fired at using the normal shooting rules, receiving the benefit of the -2 modifier for hard cover.

When firing weapons with a blast marker at models in trenches the normal rules for shooting a weapon with a blast marker are used to place the blast marker. If the hole in the centre of the blast marker is inside the trench then shot is assumed to have exploded inside the trench, damage is resolved with a +1 strength bonus to represent the enclosed space of the trench. If the hole in the centre of the blast marker is outside the trench but models inside the trench are under the blast marker, then the shot is assumed to have exploded outside the trench with most of the blast flying over the heads any models in the trench. Roll a D6 for each model in the trench that is under the template, they are hit on a roll of 4, 5 or 6. On a roll of 1, 2 or 3 the model duckbacks as the blast flies over his head and he is completely unaffected by the blast. Trenches do not provide any protection against gas weapons and models under the blast marker are affected as usual.

Destroying the Trench

Because trenches are just holes in the ground, they don't have any physical substance this makes them very difficult to destroy. The only way of destroying a trench is to disrupt the ground around the trench with such a force that it causes the trench to cave in. The following weapons have a chance of collapsing a trench and follow the special rules printed below.



Vibro-cannons: A trench which is hit by a vibrocannon suffer damage exactly as if it were a vehicle. The trench is automatically hit and the Eldar player must roll to penetrate the trench's 'armour', the trench has an armour value of 14. If successful the Eldar player rolls on the trench damage table on the trench datafax with +3 modifier to the roll.

Barrage: If the trench is hit by the strategy card – barrage then as well as affecting any models under the template, the orbital barrage can also damage the trench. Roll to penetrate the trench's armour, the trench has an armour value of 14. If successful then roll on the trench damage table printed on the trench datafax.

Mole Mortars: If a mole mortar is used to attack a trench, then roll on the following this table instead of the Mole Mortar Accuracy Table printed in the Wargear Book:

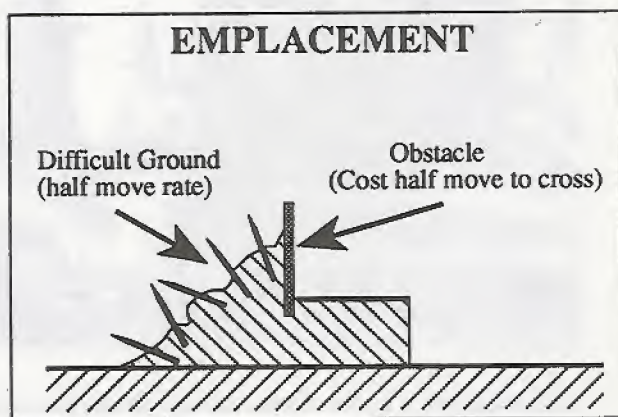
MOLE MORTAR DAMAGE TABLE

- | | |
|-----|---|
| 1 | Off Target. The torpedo's guidance system draws it off-target. Randomly determine scatter as normal then re-roll on the Mole Mortar Accuracy table in the Wargear book. |
| 2 | Airburst. The torpedo emerges on target, spins out of the ground and explodes in a devastating airburst. Work out damage as described in the Wargear book for an airburst. |
| 3-4 | Surface Burst. The torpedo emerges on target and explodes as it breaks the surface. Work out damage as described in the Wargear book for an surface burst. |
| 5-6 | Cave In! The torpedo explodes under the trench. Sending massive shock waves through the ground, causing the sides of the trench to cave in. The trench and any models in it are destroyed. Remove the trench model and replace it with a crater. |

EMPLACEMENTS

Emplacements are used by many forces attempting to defend a position. Although a lot more difficult to construct than trenches they do confer a number of additional benefits. An emplacement consists of a rampart leading up to wall, behind which is a raised platform for troops to stand on.

Emplacements can offer protection for up to ten human sized troops or a single support weapon. The emplacements may have open ends to allow you to form long lines of emplacement.



Moving Into, Out of and Over Emplacements

Models in emplacements can move along the emplacements as normal. Models wanting to leave towards the fore of the emplacement count as moving across an obstacle and must surrender half their movement to do so. Models wanting to leave or enter towards the rear of the emplacement may do so for free. Models can only enter the emplacement if there is room to place them on the emplacement. Models wishing to charge models in emplacements may do so using the normal movement rules. The sloping ground in front of the wall counts as difficult ground and may only be crossed at half move rate. The wall itself counts as an obstacle and a model must surrender half its movement to cross it. Therefore the only way a charging model can enter an emplacement is if he starts his charge at the base of the emplacement, a model with a basic move of 4" will use 4" of its charge move to cross the difficult ground and the final 4" to cross the obstacle. If a model manages that then they can attack the defenders as normal. Of course models don't have to have to cross the obstacle, but then defender will get the bonus for defended obstacle. Note, these movement restrictions apply to models with Jump Packs using their 4" move to engage in hand-to-hand combat. Also if models with Jump Pack leap over your emplacement and attack from the rear, the defenders will still get a bonus for being on higher ground, hence the platform.

Vehicles attempting to cross the Emplacement should treat it as an obstacle and should follow all the rules for crossing obstacles and collisions as printed in the Warhammer 40,000 Rulebook.

Attacking from the Emplacement

Models that are on an emplacement may fire from the using the normal shooting rules.

Shooting at the Emplacement

Models in emplacements can be fired at using the normal shooting rules, receiving the benefit of the -2 modifier for hard cover.

When firing weapons with a blast marker at models on emplacements the normal rules for shooting a weapon with a blast marker are used to place the blast marker. If the hole in the centre of the blast marker is behind the wall of the emplacement then shot is assumed to have exploded inside the emplacement, any models under the blast marker are affected by the weapon following the normal rules. If the hole in the centre of the blast marker is on or in front of the wall of the emplacement but models on the emplacement are under the blast marker, then the shot is assumed to have exploded outside the emplacement with most of the blast flying over the heads of any models on the emplacement. Roll a D6 for each model on the emplacement that is under the template, they are hit on a roll of 4, 5 or 6. On a roll of 1, 2 or 3 the model duckbacks as the blast flies over his head and he is completely unaffected by the blast. Emplacements do not provide any protection against gas weapons and models under the blast marker are affected as usual.

Models shooting at the emplacement may attempt to destroy the emplacement itself. The player must nominate that they are trying to destroy the emplacement itself before rolling to hit. This is the only way to destroy the emplacement, stray shots from weapons with blast markers will only affect any troops standing on the emplacement. Hitting the emplacement is relatively easy to accomplish as it is a large stationary target. To represent this attacks made at long range count the emplacement as a large target and receive a +1 modifier to their hit rolls. Attacks made at short range hit the emplacement automatically.

If you hit the emplacement then roll to see if you penetrate the emplacement's armour. Emplacements have an armour value of 20. If the armour is penetrated then roll a D6 on the Emplacement Damage table on the emplacement Datafax.

CONCEALED BUNKERS

Concealed bunkers are used as first line of defence against enemy attack. A concealed bunker is a small, heavily camouflaged dugout. Each concealed bunker can conceal two troops. It is quite common for concealed bunkers to be placed fairly deep into the battlefield and on the flanks.

Using Concealed Bunkers in Battles

Concealed bunkers can be a very useful defence. When using concealed bunkers you must purchase enough to house a complete squad. Concealed Bunkers aren't placed on the table, instead a special Concealed Bunker marker is placed when deploying fortifications, to represent the area that the bunkers are in. A Concealed Bunker marker may never represent more than three concealed bunkers. The opposing player may make no action against the bunkers as the opponent isn't aware of their existence.



If an enemy unit, character or vehicle moves within 12" of the Concealed Bunker marker and has Line of Sight to them, then they can make an initiative test to see if they spot them. The opponent must roll equal to or under their initiative to spot the bunkers, a roll of a 6 will always fail. If the unit made a run move that turn they must add +1 to the roll and will automatically fail on a 5 or 6. A squad may use their leaders initiative, Space Wolves may double their initiative characteristic for these purposes. If they pass the initiative test the bunkers will have been spotted and they should be placed on the table. If the occupants of a concealed bunker shoot then they must automatically reveal themselves. When placing concealed bunkers, one bunker should be placed on the concealed bunker marker, any other bunkers must be placed so that they are within 4" of the first bunker. Revealed bunkers may be fired at by the troops that spotted them and the rest of the opposing army may target them with weapons with a blast marker.



Moving into, out of and over Concealed bunkers

A concealed bunker may not be entered by any models, only the models that occupy the concealed bunker at the beginning of the game are ever placed in the concealed bunker. Models inside a concealed bunker may leave during their own movement phase, it costs them half their movement to leave. One of them will prime and throw a special demolition charge in the concealed bunker, destroying the bunker automatically. The models may not perform any other action that turn.

Attacking the Concealed bunker

The models that are in the concealed bunker may not be directly attacked even if they fired out of the vision slit in their previous turn. Because of the way that the actual concealed bunker is constructed it is very difficult to discern what is actually a part of the concealed bunker that could be damaged and what is merely some of the surrounding ground that will absorb the shot harmlessly. To represent this any one firing at the concealed bunker suffers a -1 penalty to hit. When the concealed bunker is hit by a ranged attack, roll to see which area was hit and what damage was caused just as if you were attacking a vehicle, using the concealed bunker damage table printed below. Weapons with a blast marker will only affect the concealed bunker if they hit it directly, scattered shots are not purposely aimed at the concealed bunker and therefore will not damage it. Weapons with a blast marker will only affect one location on the concealed bunker, determined by rolling on the chart as normal. Concealed bunkers can also be attacked in hand-to-hand combat in the same way as you would a vehicle.

Models within 1" of the front of a concealed bunker may choose to fire or throw grenades through the vision slit at models inside. Roll to hit and wound the target using the normal shooting rules.

Special Weapons

Harlequin's Kiss: A model armed with a harlequin's kiss that is within 1" of the concealed bunker's vision slit may use the weapon to attack any models inside the concealed bunker. Roll on the harlequin kiss *Vehicle Crew Penetration Table* in the Wargear book to see what happens to any models inside the concealed bunker.

Hand Flamers, Flamers & heavy flamers: The flames from these weapons will wash over the concealed bunker and flow through the vision slit to affect the models inside. If a flamer is used to attack a concealed bunker then it will *automatically* hit a vision slit. Roll a D6 for each model inside the concealed bunker, they are hit by the flames on a roll of 3 or more. Note that flamers *do not* receive the bonuses normally applied to weapons with a blast marker in a building.

Graviton Gun: If a graviton gun hits a concealed bunker then it ignores armour penetration. Roll on the concealed bunker damage table adding +1 to the dice score.

Distort Cannon: Roll a D6 if any part of a concealed bunker falls under a Distort Area template. On a roll of 4, 5 or 6 the concealed bunker and all its occupant are affected by the distort cannon. Make *one* distort cannon test to see what happens to the concealed bunker and its occupants.

Mole Mortars: If a mole mortar is used to attack a concealed bunker then roll on the following table instead of the Mole Mortar Accuracy table printed in the Wargear book.

MOLE MORTAR DAMAGE TABLE

1	Off Target. The torpedo's guidance system draws it off-target. Randomly determine scatter as normal then re-roll on the Mole Mortar Accuracy table in the Wargear book.
2-5	Airburst. The torpedo emerges on target, spins out of the ground and explodes in the bunker. All the models in the concealed bunker take a strength 4 hit with -2 save modifier.
5-6	Cave In! The torpedo explodes under the concealed bunker, causing the bunker to cave in. The concealed bunker and any models in it are destroyed. Remove the concealed bunker model and replace it with a crater.

Choke, Hallucinogen, Scare & Toxin: The gas from these weapons will seep through the vision slit into the concealed bunker. If the front of the concealed bunker is covered by the blast marker template for the grenade then roll a D6 for each model inside. On a roll of 3, 4, 5 or 6 then the model may be affected by the grenade as described in the Wargear book.

Photon Flash Flare: Photon flash flares that go off outside the concealed bunker will not affect any models inside the concealed bunker. If the flare goes off inside the concealed bunker then it automatically effects any models inside the concealed bunker, and +1 is added to the dice roll on the Flash Effect table printed in the Wargear book.

Vibro-cannons: A concealed bunker which is hit by a vibrocannon suffer damage exactly as if it were a vehicle. The concealed bunker is automatically hit and the eldar player must roll to penetrate the concealed bunker's armour, the concealed bunker has an armour value of 22. If successful the Eldar player rolls on the Bunker damage table on the concealed bunker datafax with +3 modifier to the roll.

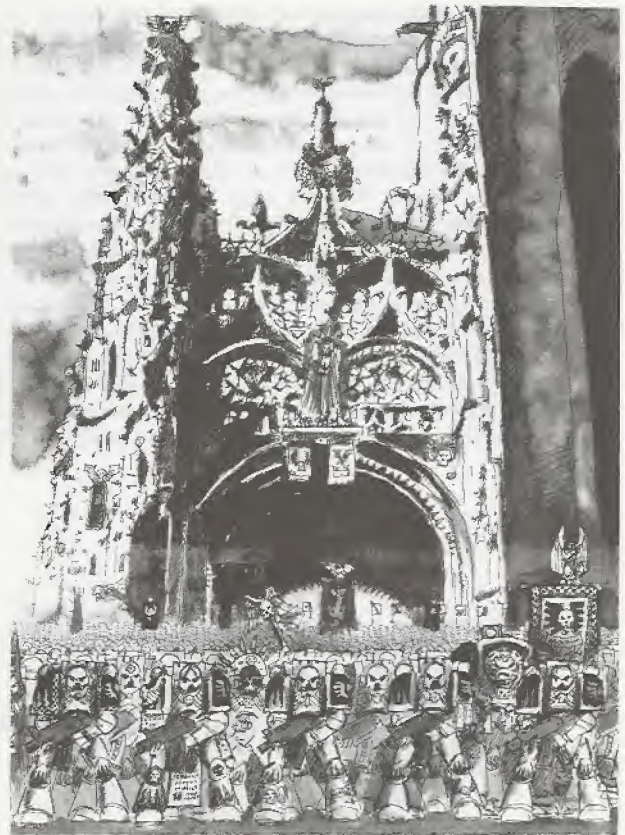
RAZORWIRE

Razorwire is used to restrict enemy troop movement and channel enemy units so as to maximise the defenders concentration of fire. Razorwire consists of large coils of razorsharp wire. The razorwire is coiled and torqued in such a fashion that anyone attempting to interfere with the wire will cause the wire to react violently, writhing and lashing out as if it had a life of its own.

Moving through Razorwire

Moving through razorwire is not advisable as it tends to be a bit prickly. Anyway some fool is bound to want to try to move through it so here is some rules to try and deter you. Razorwire counts as very difficult terrain and must be crossed at quarter move rate. Models may not run through razorwire. Any models that run will come to an immediate halt if they come in to contact with razorwire and will not move any further that turn. Any model whose base is wholly or partially in the razorwire at the end of any movement phase will take an automatic strength 4 hit with a -1 save modifier. Also every model must roll under or equal to their initiative on a D6 to avoid becoming ensnared in the razorwire, a roll of a 6 automatically fails. Models wholly within the razorwire add 1 to their roll, and therefore will automatically fail on a 5 or 6. Models which fail have become entangled and may do nothing until the end of their next movement phase when they should test again. Models in razorwire may not shoot in the shooting phase.

Vehicles attempting to cross the Razorwire should treat it as an obstacle and should follow all the rules for crossing obstacles and collisions as printed in the Warhammer 40,000 Rulebook.



Any vehicle crossing Razorwire should roll a D6. Vehicles with Ram bars or Bulldozer blades may add a +2 modifier to represent the fact that they have a better chance of ripping the razorwire up. On a roll of a 6 the vehicle has damaged the Razorwire, roll a D6 on the Razorwire Damage table.

Destroying Razorwire

Although the stuff that razorwire is made of is not very tough, it is very difficult to destroy. The only weapons with a hope of destroying the razorwire are weapons with a blast marker. If the razorwire fills the central hole of the blast marker then it is hit automatically. If the razorwire doesn't fill the central hole of the blast marker then it is hit on a 4 or more on a D6. If the razorwire is hit then it is considered to have an armour value of 10. The attacking player rolls to penetrate as normal. If successful then roll a D6 on the Razorwire Damage table printed on the Razorwire datafax.

Note any models covered by the blast marker also suffer the effects of the blast marker as normal.

NEXT ISSUE

In the next issue of the Citadel Journal I will cover full rules on larger fortifications including watch towers and strongholds. As well as including details for weapon mounts and firing ports, there will be full rules for playing games with fortifications. Including different set ups, scenarios, a whole bunch of Mission Cards, maybe even some new Strategy Cards and details on modelling your own fortification models.

MAKING YOUR DATAFAXES AND CARDS

To make your datafaxes simply take some photocopies of the following pages, glue them to stiff card (cereal packet is ideal) then cut out the datafaxes, cards and counters.



TRENCH

FORTIFICATION DATA

Capacity:

Trenches are paid for by the inch, at 4 points per inch. So if you have a trench which is 10" long it will cost 40 points and will hold ten human sized figures. No single trench may be less than 5", or greater than 10" long.

Access:

Models may enter the trench at no penalty to their movement, but they may only enter the trench if there is physically enough room to place the model in the trench. Models wishing to leave a trench count as crossing an obstacle and must surrender half their movement to do so.

Fire Arcs:

Models in the trench can fire using the normal shooting rules.

Deployment:

Trenches are deployed before any troops are placed and may be placed anywhere within your own deployment zone.

Special:

Trenches may be used to Conceal troops. A trench may be placed any where in your half of the table at double points cost. Note this means if you wish to deploy troops in the trench at the start of the game they must have a special ability (like Infiltration).

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-6	Trench	14*	14*

*Only hits from mole mortars, vibro-cannon, and the strategy card Barrage can attack a trench.

TRENCH DAMAGE TABLE

1 The walls of the trench shake violently but the trench is intact. Roll a D6 for each model in the trench on a roll of 4, 5 or 6 they are hit by falling rubble and take a strength 3 hit. Add +1 to all future damage rolls against this trench.

2-3 The ground all round the trench shakes, the trench starts to collapse as rocks fall and the walls of the slide inwards. All the models in the trench are knocked to the ground are trying to prevent the trench from collapsing and may do nothing in their next turn. In addition roll a D6 for every model in the trench. On a roll of 4, 5 or 6 they are caught by the collapsing trench and take a strength 4 hit with a -1 save modifier. Add +1 to all future damage rolls against this trench.

4-5 The ground erupts everywhere and the trench collapses killing or entombing all the troops in the trench. Remove the trench and any models in it. Replace the trench with some rubble.

6 The trench is completely and utterly destroyed sending shock waves through the ground. Remove the trench and any models in it. Replace the trench with some rubble. In addition any fortification adjoining the trench is affected by the seismic shock waves. Make a roll on their damage table with -1 modifier to the dice roll. If a fortification has more than one location then it is the damage table that represent the actual structure that is rolled on. If the modified dice roll is 0 then the adjoining fortification is unaffected.

EMPLACEMENT

FORTIFICATION DATA

Capacity:

Emplacements are paid for by the inch, at 8 points per inch. So if you have an emplacement which is eight inches long it will cost 64 points and will hold 8 human sized figures. No single emplacement may be less than 5", or greater than 10" long. An emplacement for a support weapon costs 25 points.

Access:

Models entering or leaving the emplacement to the front must cross the wall (counts as obstacle - surrender half movement) and cross the bank of earth and rubble (counts as difficult ground - half move rate). Models entering or leaving the emplacement to the rear may do so at no penalty to their movement.

Fire Arcs:

Models in the emplacement can fire using the normal shooting rules.

Deployment:

Emplacements are deployed before any troops are placed and may be placed anywhere within your own deployment zone.

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-6	Emplacement	20	15

EMPLACEMENT DAMAGE TABLE

1 The shot is partially deflected or explodes on the emplacements surface, send bits of rock and shrapnel spinning over a large area. All the models on the emplacement take a S3 hit with a -1 save modifier. Add +1 to all future damage rolls against this emplacement.

2-4 The shot penetrates into the ground and explodes a fraction of a second later. The ground all round the emplacement shakes, and it starts to collapse. All the models in the emplacement are knocked to the ground or are trying to prevent the emplacement from collapsing and may do nothing in their next turn. In addition roll a D6 for every model in the trench. On a roll of 4, 5 or 6 they are caught by the collapsing emplacement and take a strength 4 hit with a -1 save modifier. Add +1 to all future damage rolls against this emplacement.

5 The ground erupts everywhere and the emplacement collapses. Roll a D6 for each model on the emplacement. On a roll of 1, 2 or 3 it dives out of the way and avoids injury, place it next to the rubble. On a roll of 4, 5 or 6 the model is caught in the blast and is killed, remove as a casualty. Remove the emplacement and replace the trench with some rubble.

6 The emplacement is completely and utterly destroyed sending shock waves through the ground. Remove the emplacement and any models in it. Replace the emplacement with some rubble. In addition any fortification adjoining the emplacement is affected by the seismic shock waves. Make a roll on their damage table with -1 modifier to the dice roll. If a fortification has more than one location then it is the damage table that represent the actual structure that is rolled on. If the modified dice roll is 0 then the adjoining fortification is unaffected.

Points Cost 8 Pts/inch

RAZORWIRE

FORTIFICATION DATA

Capacity:

As many idiots as can be placed on the model. Sections of Razorwire are 1" wide and no single section of razorwire may be less than 5", or greater than 10" long.

Access:

Razorwire counts as Very Difficult ground and models moving through it move at quarter move rate. Models may not run through Razorwire (see main rules).

Fire Arcs:

Models in razorwire may not shoot whilst in razorwire.

Deployment:

Trenches are deployed before any troops are placed and may be placed anywhere within your own half of the table.

Special:

See main rules.

Points Cost 8 Pts/inch

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-6	Razorwire	10*	10*

*Only hits from weapons with a blast marker may be used to attack razorwire(see main rules).

RAZORWIRE DAMAGE TABLE

1 The razorwire shakes violently and several strands snap, but the razorwire holds fast, each model in the razorwire takes an additional strength 5 hit with a -2 save modifier.

2-5 With a loud twang the razorwire snaps. The razorwire concertinas back to it's support posts in a slicing fury of destruction that makes a food blender look like a plastic picnic knife. The wire chops through armour and sinew alike severing limbs and dicing bodies. Any models in the razorwire when it is destroyed are killed automatically.

6 The razorwire is destroyed as above, but so violent is the destruction that it affects adjoining sections of razorwire are affected. Any models in adjoining sections of razorwire takes an additional strength 5 hit with a -2 save modifier.

CONCEALED BUNKER

FORTIFICATION DATA

Capacity:

A Concealed bunker may hold up to two human sized models.

Access:

It is impossible to enter a bunker as the entrance has been concealed. Models may leave the bunker though, either by choice or because they have routed. In which case they detonate a demolition charge which destroys the bunker.

Fire Arcs:

Both models may fire out of the vision slit, with a 90° fire arc to the front of the bunker.

Deployment:

Bunkers are deployed before any troops are placed and may be placed anywhere within your own deployment zone.

Special:

Bunkers may be used to Conceal troops. A bunker may be placed anywhere in your half of the table at double points cost. Note this means if you wish to deploy troops in the bunker at the start of the game they must have a special ability (like Infiltration).

Points Cost 25 Points

D6*	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-5	Bunker	22	22
6	Vision Slit	See below.	

*Models may only shoot at the bunker if they have spotted it (see main rules).

BUNKER DAMAGE TABLE

1-4 The shot penetrates into the ground and explodes a fraction of a second later. The ground all round the bunker shakes, the bunker starts to collapse. All the models in the bunker are knocked to the ground or are trying to prevent the bunker from collapsing and may do nothing in their next turn. Add +1 to all future damage rolls against this bunker.

5-6 The ground erupts everywhere and the bunker collapses. Both the occupants are either killed or buried alive. Remove the bunker and replace it with a crater.

VISION SLIT

The attack goes through the vision slit hitting one of the models inside the bunker. The attack hits one randomly determined model in the bunker causing damage using the normal Warhammer 40,000 rules. If the weapon has a blast marker then both models in the bunker will be hit by the weapon, regardless of the size of the blast marker, this represent the close cramped conditions of the bunker.

STORM THE FORT

Scanners show that the enemy is well prepared having constructed emplacements, dug trenches, and laid razorwire. Your lines of approach are covered by hidden foxholes and the enemy's rear is guarded by battle bunkers. You must lead a force and smash the enemy lines, capturing fortifications for your own use before the enemy's position becomes unassailable.

Primary Objective

In addition to victory points gained for destroying enemy forces you receive the following bonus victory points for capturing enemy fortifications.

For each fortification which has at least one of your models in it and no enemy models: +2 victory points

Secondary Objective

In addition to points gained from completing your primary objective you receive the following points for destroying enemy defences or nullifying their effectiveness.

For each fortification which is destroyed or has no unbroken enemy troops in it (not including razorwire): +1 victory point

Special Rule

This mission is being run to a tight schedule. Roll a D6 to see how long the game lasts. 1-2: 4 turns. 3-4: 5 turns. 5-6: 6 turns.

MISSION CARD



Concealed Unit 1	Concealed Unit 2	Concealed Unit 3	Concealed Unit 4
Concealed Unit 5	Concealed Unit 6	Concealed Unit 7	Concealed Unit 8
Concealed Unit 9	Concealed Unit 10	Concealed Unit 11	Concealed Unit 12
Concealed Unit 12a	Concealed Unit 14	Concealed Unit 15	Concealed Unit 16
Concealed Unit 17	Concealed Unit 18	Concealed Unit 19	Concealed Unit 20
Concealed Bunker 1	Concealed Bunker 2	Concealed Bunker 3	Concealed Bunker 4



SPACE MARINE

INNER FORCE

By Gavin Thorpe

An awesome power, or a temptation of the soul? An expanded psychic system for Space Marine.

The Galaxy of the 41st millennium is a place full of many strange wonders and horrors. Orks, Eldar and Humans live side by side, though with constant conflict between them. The unimaginable threat of the Tyranid Hive Fleet slowly encroaches upon the Ultima Segmentum, and abhuman Beastmen and Ogryns fight together in the ranks of the Imperial Guard.

Most alien of all is the Warp. The Chaos Realm, where the souls of men live in flickering light and daemons can stalk and hunt without bonds. Warpspace is where the raw power of the Astronomicon tears through realities to guide the Emperor's loyal servants to their destination and preaches guidance through the medium of the Imperial Tarot. It is here that the foul Chaos gods plot the course of men, planets and stars. They dabble ever in some inter-cosmic game that will see their unfathomable dreams and plans come to fruition.

There are some in the material universe who can open their minds to the forces within the Warp and can channel the power they receive to alter the reality we dwell in. Some can use their talents to produce items of exquisite beauty, such as the Eldar Bonesingers who create the Wraithbone cores of their Craftworlds, vehicles and weapons. There are others, such as the Navigator sub-species, who can use their ability to steer huge space craft through the endless ripples and waves

that the Warp consists of. Most of the time the powers imbued to a psyker are used for battle. Magi of Chaos are granted an infinitesimal part of their masters power so that they may pour Wytchfire into the veins of their enemies. The Inquisitors of the Imperium use psionic power to crush daemonic intrusions into our worlds. The Eldar Seers use Wraithbone Runes to help them seal the fate of a foe, or to guide their weapons with greater skill. Even Ork Weirdboyz can channel the psychic energy produced by their warlike associates, sending out bolts of pure force and flattening waves of Orkiness.

The present rules for using psychic powers in Epic battles is fast and simple, like the rest of the game. The few models that can utilise psychic energy may use one of their powers per turn in the combat segments. There are activation rolls etc. but it is taken as granted that the small cabal of Warlocks or Librarians can summon enough power to perform the deed, and are proficient enough to execute the ability in the correct manner. This article, and those over the next issues, give a more detailed system for using the powers of the Warp in your Epic battles, and should slip in comfortably with the existing rules. They don't take up much more of your time and there are even a few new troop types so that the system can be used to the full.

GAME RULES

The secret behind using psionics is the ability to summon enough power to alter the world in the manner you require. This is easily represented in the form of the new Warp deck in the Warhammer 40,000 supplement Dark Millennium. The deck is divided into three types of card; force, nullify and Special cards. First of all I'll deal with the distribution of cards and how you build up force.

The new psychic system is very simple and streamlined. Most of the powers have stayed the same in effect, one or two have been added and the points of some psychic troops have been changed. the largest difference is in the use of the cards. With the existing rules many powers will succeed or fail on a roll of the dice. For example, the Warlock power Mind Blast needs a roll of 4+ to affect it's target. Under the new system all powers have an 'activation' roll. Each player receives a number of Warp cards that can be used to augment their rolls, or to deduct from the attempts of the enemy.



There is a change to the normal turn sequence. In between the Movement phase and Combat phase there is now a special Psychic phase. At the start of the phase the players determine how much power is available to their psykers. They then take it in turns to try and use powers, while employing nullify cards to thwart their opponents powers.

SEQUENCE OF PLAY

- 1: Orders Phase
- 2: Movement Phase
- 3: **NEW** Psychic Phase
- 4: Combat Phase
- 5: End Phase

The Psychic phase is further divided into a number of segments, as follows;

Psychic phase.

Force segment.

The players determine the nature and power of the force available from the Warp.

Powers segment.

The players take it in turn to use their psyker's powers.

The Force segment.

The power of the warp fluctuates in an almost random fashion, changing from being strong and aggressive to being weak and passive in an instant. To represent this the number of cards dealt from the Warp deck is decided by the roll of 2D6 (each player rolls 1D6 each). The result is the number of cards that are dealt out between the players, starting with the side that has the initiative (so that the player with initiative will end up with one card more if there is an odd number dealt out). The cards are dealt out between the players even if one side has no psykers, as there are certain cards that can be used by an army with no psyker. You may like to increase the number of dice rolled if you are using a large number of psykers, though I recommend you don't ever roll more than 4D6.

POWERS SEGMENT.

Constant powers.

Some powers may continue to affect a battle in turns after they were initially used, such as the Eldar Warlock Titan power *Doom*. The effects of these powers are worked out at the start of the Powers segment, before the players try to use powers this turn. Having a power still in play does not affect a stand's ability to cast that, or another power at a later stage of the battle. Each player, taking it in turn from the side who has the initiative, chooses one of their powers still in play and resolves any movement of a template or other effects it may have. Instead of resolving a power a player may use his turn to attempt to nullify a power in play (this is described more fully in the Nullify cards section). Once both players have resolved any powers and attempted any nullifies this segment ends and play proceeds to the Powers segment.

Utilising Powers.

The player who has the initiative decides which psyker he will use, and what power. He declares this to his opponent, along with the target of the power, if there is one. The player using the power declares how many force cards he is putting into the power, and his opponent then declares how many of his force

cards he will use to prevent the power succeeding. For each force card the casting player uses he may add one to his 'activation' roll, for every force card used by the opponent the roll is reduced by one. The total needed to cast is then calculated and the cards are placed on a discard pile. To use a power you must expend at least one force card.

If a psyker tries to use his powers against a target which is protected by an energy defence such as void shields, there is a chance that the power is scattered by the fluctuating energies of the field. After both players have revealed their power and cards you should roll for the shields. Roll 1D6, on a roll of 4+ the power is negated by the shield, all power cards used are wasted. It is important that the player who is trying to negate the power declares how many force cards he is using before rolling for shields and psychic saves.



The player attempting to use the power must then roll equal to or above the casting number on a D6, adding or deducting the amount shown by the use of the Warp cards. If he is successful the power takes effect as described. If he fails then the cards used are wasted, as the opposing psykers have managed to cut off the power before the results were fully formed. Play alternates between the players, each taking it in turn to use one of their psykers, until both cannot use any more powers. The turn then proceeds to the First Fire segment. Psychic powers follow all of the normal rules regarding Line Of Sight. Some powers actually send a physical blast or bolt towards the enemy, and these may be modified by cover, as noted in the description of the power.

It is possible for a single psyker to use several powers in the same turn, if you are dealt sufficient force cards. Remember that you must play at least one force card to use a power. A psyker cannot use the same power more than once in each turn.

Note: Rolls above six can be achieved using the method described on page 22 of the Space Marine rulebook.

Nullify cards.

Nullify cards can be used to stop your opponent from successfully using a psychic power. When it is determined that a psychic power has been successfully cast you may play a nullify card for one of your psykers to attempt to stop the power. When you try to nullify a power roll 1D6. On a result of 4+ the power is successfully nullified and has no effect, on any other result it will work as normal.

You may attempt to nullify a power as many times as you wish, up to the number of nullify cards you have in your hand. However, each psyker may only attempt to nullify a single power once. This does not affect a psyker's ability to nullify another power cast later in the same turn.

Players may also use nullify cards in the Constant powers segment. Each card can be played against a power that is still in play and the results are worked out as normal, with a roll of 4+ nullifying the power. Nullifying persistent effects may only be performed in the Constant powers segment and does not affect a psyker's ability to use nullify cards later in the same turn.

Force Weapons

Some of the Psykers are equipped with weapons which can use psychic power in combat, such as the Eldar Witchblade. Stands that have this ability are detailed in the troop description and on the appropriate army cards. Stands which may use force cards in close combat decide how many they wish to store at the end of the Psychic phase, after both players have finished using their psyker's powers. The player places the force cards on the army card to show who has the power. More than one psyker in an army may store power if they have this ability.

The power may also be stored from turn to turn, allowing a patient player to build up quite a potent close combat ability. When a stand with stored power is involved in close combat the player may choose to use some, or all, of the power available, declaring how much will be used before any dice are rolled. Each force card expended in this manner adds +1 to the stands CAF for that turn only. If a psyker unleashes force during a close combat, the attack is counted as being psychic, preventing Greater daemons from saving themselves with Chaos cards.

Force and nullify cards that are used are discarded immediately and are gone, whether used in close combat or for utilising a power or special card. If the Warp deck is exhausted, re-shuffle the cards into a new deck and continue as normal. Cards stored in force weapons are only usable in close combat and cannot be used to cast powers at a later stage.

Psychic saves

Some models are allowed a psychic save, such as Imperial Inquisitors. These work exactly as before, roll the save after you have worked out if the power was successfully used. If it is an area effect power other models under the template or within range will still be affected as usual. Remember that Greater Daemons cannot use Chaos cards to save themselves from banishment if they are destroyed by a psychic attack.

SPECIAL CARDS

There are six Special cards in the Warp deck which need to be detailed separately. You may play a Special card instead of using a power, or you may play it at a certain time to counter your opponent. When you may play the card is in the following descriptions. The descriptions replace those on the card.

Psychic Duel

This may be used instead of a Power. Nominate the target, which must also be a stand capable of psychic powers, and nominate which friendly psyker stand is initiating the duel. To find out who wins the duel each player rolls a D6. Before they roll the dice the players may secretly choose to improve their chances by adding force cards to their roll. Each force card expended in this way adds +1 to their roll. Once both players have decided how much force they are going to use they roll a D6 each. The psyker who scores lowest, after any additions, receives a Psyked Out marker, place this next to the model. Whenever this stand wishes to use a psychic power roll a dice, a roll of 1-3 means that the psykers are unable to channel any power and may not use any Warp cards this turn. If the player rolls a 4 or more the attempt is successful, proceed as normal. You may only make one attempt per Psychic phase, though if you pass there is no need to roll if you attempt to use a second or third power that turn. If there is an power that continues to effect the battle belonging to the psyker currently on the table, it will be automatically nullified if the controlling psyker is beaten in a *Psychic Duel*. The *Psychic Duel* card is discarded after use. Note that a Psyked Out model may not use nullify cards.

Destroy Power

You may play this card when an opposing psyker attempts to use a power on one of your psykers or a model within 15cm of one of your psykers. The power is automatically nullified. In addition, each player secretly rolls a D6 and adds as many force cards as he wishes to the roll, each force card allows him to add +1 to the roll. The players then compare their totals. If the player who played this card has a lower result then there is no effect. However, if this player wins the roll then the opposing psyker is in trouble. The power he was attempting to employ has been taken from him, note this down on a scrap of paper or place a marker on the army card. The stand may not try to use this power for the rest of the battle. *Destroy power* may be retained in your hand, as marked on the card. This means that the player may keep the card from turn to turn, until it is used. Discard *Destroy Power* after use.

Reflection

Reflection is used when an opposing psyker successfully uses a power against a friendly psyker or other stand within 15cm of one of your psykers. The power automatically rebounds 2D6x5cm back at the casting psyker. This follows a straight line and will hit the first model along it's path, with all the normal effects. Powers with a template can be affected by *Reflection* if part of the template is within 15cm of a psyker. Constant powers will still remain in play and have all of their usual effects, but from the new position. A persistent effect cannot be reflected unless the power was used this turn. *Reflection* is discarded after use, but may be kept in your hand from turn to turn if it is not used.

Ultimate Force

This card is played instead of force cards when you are using a power. This card counts as 3 force cards for and, when this card is played, the opposing player may not use any of his force cards to reduce the casting number. A player may not use *Ultimate Force* in conjunction with normal force cards (he cannot use *Ultimate Force* and two force cards to gain a +5 bonus, for example). In addition, your opponent may not use nullify cards to nullify a power on the turn it was cast. Powers which have a persistent effect can be Nullified normally in future turns (see Persistent Effects section). If *Ultimate Force* is stored in a force weapon it adds D6 to the stands CAF for the turn it is unleashed. *Ultimate Force* cannot be used in close combat in conjunction with other stored force cards. *Ultimate Force* is discarded after use.

Daemonic Attack

You may play this card when an opponent has declared he is using an ability and has decided how many force cards he is going to use. The affected player must then roll a D6 and compares the result with the chart on the card. There are no modifiers to this roll, disregard the modifiers on the card. Destroyed stands count for Victory Points as usual. A Warlock Titan that is affected by *Daemonic Attack* must roll on the Head damage chart, with a +1 modifier to the roll. *Daemonic Attack* is discarded after use.

Energy Drain

The *Energy Drain* card may be played at any time, instead of using a power. When this card is played the Psychic phase ends immediately and all powers with a persistent effect are immediately nullified and removed from the table. All cards stored in force weapons are safe, but other cards that are retained in the players hand, such as *Destroy Power*, are also lost.

With the exception of *Daemonic Attack* and *Energy drain*, Special cards may only be used by an army with at least one psyker in play.

Example: It is a game between an Eldar army and a Imperium army. The Eldar have the initiative. At the start of the Psychic phase in the first turn both players roll a D6 each, giving a total of 9 for the number of Warp cards dealt out (5 to the Eldar, 4 to the Space Marines). There are no powers in play yet so the players go straight to using their psykers.

The Eldar player declares his warlock Titan is going to *Doom* an opposing Warlord Titan. *Doom* requires a 5+ to succeed and the Eldar player puts 1 force card into the attempt (the minimum number of cards needed for a power). Not wishing his Titan to be affected by *Doom* the Imperial player also puts one force card into thwarting the attempt. The Eldar player rolls a 5 which is enough for *Doom* to work. Next the Space Marine player declares he is going to use a nullify card on behalf of his Librarian. He rolls a 3 which is not enough to nullify the power. Finally the Imperial player rolls to see if the Warlord Titan's void shields disperse the psychic energy. He rolls a 2, which is not enough. Against the odds the Titan is affected by *Doom*.

The Space Marine player declares he is going to *Mind Blast* (3+ to work) an Eldar Tank and puts 3 force cards into the power, making it an automatic success if the Eldar player doesn't use some of his force to stop him. The Eldar player plays 2 force cards, so the Imperial needs to roll 2+, which he does. He then proceeds to use the *Mind Blast*. Both players decide that they do not wish to use any more powers this turn. The Librarian stores 2 force cards in his force weapon.

In the next turn a 4 is rolled for the number of warp cards dealt out, and the Imperial player has the initiative. At the start of the Powers segment he rolls to see if the Warlord's void shields disperse the *Doom*. He rolls a 4 which means the Warlord Titan is now unaffected. There are no other powers in play so the players move on.

The Librarian attempts to use *Purge Psyker* on the Eldar Avatar. He uses 2 force cards and the Eldar player plays the *Destroy Power* Special card (as the Avatar is within 10cm of one of his Warlocks). The *Purge Psyker* is automatically nullified and the players roll to see if the Librarian loses the power permanently (which he does). The Eldar player uses his last force card to attempt to *Psychic Lock* the Warlord Titan. He rolls a 6 which means the power is successfully used, but a roll of 5 indicates that the void shields of the Warlord Titan stop it from being affected. With that last attempt both players have run out of cards and so the Psychic phase has ended.

The following descriptions replace those in Renegades and Armies of the Imperium. Next issue we hope to bring you rules for Chaos Magi, Imperial Adeptus Psykers and Space Wolves Rune Priests.

WARLOCK.

Warlocks are the main psykers in an Eldar force, being able to assume the personality of a warrior. Like Aspect Warriors, Warlocks become completely overcome by the war-like side of their nature when they don their armour.

Hurling maelstroms of psychic energy against their foes, they stride into battle. Their psychic powers allow them to see partially into the future, giving them the opportunity to foresee the enemy's actions and warn nearby Eldar.

A Warlock is a command unit, and so never needs to be given orders. Due to their psychic foresight Warlocks can help nearby Eldar outwit their foes. To represent this, any stand that starts the turn within 10cm of a Warlock need not be given orders straight away. Once all orders have been revealed you must place orders for them as usual.

Warlocks carry Singing Spears, Witchblades and other force weapons. This allows them to hold force cards and use them in close combat as detailed in the rules. In addition, a Warlock may use the following powers per turn, without affecting the stand's ability to move or fire.

Mind Blast. The Warlock projects a mind-shredding blast of psychic energy. Choose a target within 25cm. This power will work on a roll of 3+. If the target is successfully hit it is destroyed with no saving throw. Titans affected by this power will take damage rolled on the Head location chart.

Psychic Lock. The Warlock unleashes a bolt of psychic energy which wraps itself around the target and renders it immobile. This power will work on a roll of 4+. The target must be within LOS and 75cm range, and will be unable to move or fire while it is affected. *Psychic Lock* continues to immobilise the target until it is nullified or stopped, and any nullify attempts should be made at the start of the Powers segment before any other powers are used. While affected by a *Psychic Lock* models are exempt from the normal formation rule and Titans may repair damage and regenerate void shields as normal. When a model that is affected by *Psychic Lock* is engaged in close combat it cannot defend itself very well and so you do not roll any dice, just use its basic CAF as its close combat score.

Eldritch Storm. The Warlock summons a huge tempest of psychic energy, which gathers and swirls above his head. The maelstrom is then sent hurtling across the battle to smash into enemy formations, scattering them like leaves in the wind. The Eldritch Storm has a range of 50cm and will work on a 5+. Position a barrage template over the target area and work out which models are affected. Any model under the template will be flung to the edge, determine the direction by rolling the scatter dice for each model. Models scattered by the Eldritch Storm may do nothing for the remainder of the turn. The Eldritch storm template stays in place and will not be removed until it is nullified. It will block LOS and any model entering the storm will be flung to the edge as described above, although indirect barrages may be fired over the template as normal.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
WARLOCKS	10cm	None	+2	Shuriken Pistols	25cm	1	5+	0	Command unit Psyker

WARLOCK TITAN.

This is a slightly different format to the other psykers, as it would be a horrible waste of space to publish the Hit location templates and Titan weapon rules all over again, so here we just cover the Warlock Titan's psychic powers.

The Warlock Titan does not need to be given orders until all other orders have been revealed, making it very good at countering your opponent's plans. The Warlock Titan still gains it's bonus to hit when using a Psychic Lance (see Renegades, page 22). A Warlock Titan is surrounded by an aura of psychic energy, so any close combat attacks that it makes count as being psychic attacks for the purposes of Greater Daemons saving themselves with Chaos cards (or not saving themselves, in this case).

Doom. The Warlock Titan assembles the threads of fate that spell destruction for the target. Binding them together the psychic power emanating from the Warlock stones ensure that the target's fate is sealed. This power works on a 5+ and has the following effects. A target of Doom will be hit by any ranged attacks on a 3+, irrespective of the weapon's normal to hit roll or any other modifiers. In close combat it's score is halved. A model affected by Doom will continue to suffer the effects until the Doom is nullified.

Witch Sight. The Spirit stones gather their power and cast their essence along the strands of time, to see what dangers will threaten them. With this foresight the Titan can take evasive action and avoid the shots and blows of enemy models. Witchsight will work on a roll of 4+. For the rest of the turn any enemies shooting at the Titan suffer a further -1 to hit modifier on their roll. In addition, Titans, troop stands and vehicles that are fighting the Warlock Titan in close combat roll one less dice than normal. If the Warlock Titan cannot take avoiding action (if it's legs are damaged, for example) then it will not gain any benefit from this power.

Mind Shout. The Warlock Titan unleashes a terrifying psychic roar that reverberates through the minds of nearby friends and foes. This power will take effect on a roll of 4+. All enemy models within 25cm must pass an immediate Morale check or go onto fall back orders. Such is the potency of this power that models that are usually immune to morale checks (such as Chaos troops with LOS to their patron daemon) will still have to check. A roll of 1 will always fail in this case, so even models with a Morale value of 1 may fail the test. Friendly troops on fall back orders within 25cm may make an immediate rally test and will count as being on advance orders during the following combat phases.



SPACE MARINE LIBRARIAN.

In battle, a Librarian uses his psychic prowess to hurl righteous fire at the enemy, or to embolden the spirits of nearby friendly forces. They are also one of the most valuable troops to have when combating the forces of Chaos, as they have certain abilities that are particularly effective against daemons, which are intrinsically vulnerable to psychic attacks.

A Librarian is a command unit and follows all of the rules given in the Space Marine rulebook. A Librarian is armed with a Force axe and may store force cards in the weapon. These can be used in later close assaults as described in the rules. A Librarian may use the following powers:

Purge Psyker. The Librarian can use this power to destroy an enemy psyker within 50cm. Purge Psyker can be used to attack any stand or model capable of psychic powers. It will not affect troops such as Wraithguard, Chaos Androids and Eldar Dreadnoughts. Basically, Purge Psyker will affect anything invulnerable to Destroy Daemon, and vice versa. The power will work on a roll of 5+ on a D6. Choose a viable target within 50cm and roll 2D6 to represent the strength of the Librarian's psychic power. The enemy psyker rolls 1D6. If the Librarian's score is higher then the enemy stand is destroyed, remove it from play and award Victory Points. If the enemy's score is higher then there is no effect unless it is twice that of the Librarian's, in which case the Librarian is destroyed and VP's are awarded as normal. If the scores are equal both players roll again.

Mind Blast. The Librarian projects a blast of psychic energy which shreds the minds of living creatures. This power works successfully on a roll of 3+. Choose a target within 25cm, this model is successfully hit, with no saving throw. Targets with shields gain the usual benefits, and hits on Titans will be worked out by rolling on the Head damage chart.

A Mind Blast has no effect on Robots as they obviously have no mind, nor on daemons or daemon-like troops which are not flesh and blood living creatures. A list of the latter is given in the Destroy Daemon attack (below).

Destroy Daemon. The Librarian unleashes a potent bolt of energy which focuses onto the nearest daemon. The bolt has a maximum range of 25cm and will target the nearest visible daemon stand or greater daemon. It will work on a roll of 4+. Destroy Daemon works against Eldar Avatars, as well as Wraithguard and Eldar Dreadnoughts, both of which contain the spirit of dead Eldar. It is also effective against all Chaos daemons, as well as the captive daemons inside Chaos Androids. The Librarian player rolls 2D6 to represent his psychic power. The target piece rolls 1D6 if it is a daemon stand or Chaos Android, 2D6 for Wraithguard and Eldar Dreadnoughts and 3d6 for Greater Daemons and Avatars. If the Librarian's score is higher the daemon is destroyed, all the usual rules apply. If the daemon scores higher there is no effect, unless the daemon's score is twice that of the Librarian. If this is the case the Librarian is destroyed. If the scores are equal both players roll again.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
LIBRARIAN	10cm	None	+4	Bolt Pistols	25cm	1	5+	0	Command unit Psyker

SPECIAL CARD

WARLOCK

The Warlock stand is accompanied by a Falcon Grav-tank.



POINTS VALUE 150



WARLOCK

The Warlock is a command unit and therefore needs no orders and never checks morale. The Warlocks may use their powers in the psychic phase without affecting it's ability to shoot or fight in close assaults.

BREAK POINT: The Warlock cannot be broken, and VP's are awarded only when the Warlock stand is destroyed. The Falcon Grav-Tank is removed from play if the Warlock is destroyed.

MIND BLAST: Choose a target within 25cm. This power will work on a roll of 3+. If the target is successfully hit it is destroyed with no saving throw.

PSYCHIC LOCK: This power will work on a roll of 4+. The target must be within LOS and 75cm range, and will be unable to move or fire while it is affected.

ELDRITCH STORM: The Eldritch Storm has a range of 50cm and will work on a 5+. Position a barrage template, any model under the template scatters to edge and does nothing for remainder of turn.

WITCHBLADE: The Warlock has a Witchblade or Singing Spear and may store unused force cards for use in close combat.

VICTORY POINTS 2

Your opponent gains 2 VPs when the Warlock is destroyed

SPECIAL CARD

WARLOCK TITAN



POINTS VALUE 750



WARLOCK TITAN

The Warlock Titan does not need to be given orders until all other orders are revealed. The Warlock Titan may use one of the following powers in the Psychic phase without affecting its ability to fire or fight in close combat.

DOOM: This power works on a 5+. A target of Doom will be hit by any ranged attacks on a 3+. In close combat it's score is halved.

WITCH SIGHT: Witch Sight will work on a roll of 4+. For the rest of the turn any enemies shooting at the Titan suffer a further -1 to hit modifier on their roll. Close combat opponents roll one less dice.

MIND SHOUT: This power will take effect on a roll of 4+. All enemy models within 25cm must pass an immediate Morale check or go onto fall back orders. Friendly troops on fall back orders within 25cm may make an immediate rally test.

VICTORY POINTS 8

Your opponent gains 8 VPs when the Warlock Titan is destroyed

SPECIAL CARD SPACE MARINE LIBRARIAN

The Librarian stand is accompanied by a Rhino Transport.



POINTS VALUE 100

SPACE MARINE LIBRARIAN

The Space Marine Librarian is a command unit and therefore needs no orders and never checks morale. The Librarian may use a single power in the psychic phase without affecting it's ability to shoot or fight in close assaults.

BREAK POINT: The Librarian cannot be broken, and VP's are awarded only when the Librarian stand is destroyed. The Rhino is removed from play if the Librarian is destroyed.

MIND BLAST: Range 25cm. Shreds the mind of target on casting roll of 3+.

PURGE PSYKER: Range 50cm. Affects another psyker. Roll 2D6 Vs. 1D6. Kills enemy if it loses, kills Librarian if enemy's total double or more. Works on roll of 5+.

DESTROY DAEMON: Range 25cm. Affects troops shown below. Roll 2D6 Vs 1D6 (daemon stands and Chaos Androids), 2D6 (Wraithguard and Eldar Dreadnoughts) and 3D6 (Avatars and Greater Daemons). Results as for Purge Psyker. Works on roll of 4+.

FORCE AXE: The Librarian has a Force weapon and may stored unused force cards for use in close assaults.

VICTORY POINTS 1

Your opponent gains 1 VP when the Librarian is destroyed



PSYKED-OUT	PSYKED-OUT	DOOMED	DOOMED
DOOMED	ELDRITCH STORM	ELDRITCH STORM	ELDRITCH STORM
WITCH SIGHT	WITCH SIGHT	PSYCHIC LOCK	PSYCHIC LOCK
WITCH SIGHT	WITCH SIGHT	PSYCHIC LOCK	PSYCHIC LOCK

DON'T FORGET, WARP CARD DECKS FROM DARK MILLENNIUM ARE AVAILABLE SEPARATELY FROM GAMES WORKSHOP'S MAIL ORDER STAFF.



JOURNAL

READERS INQUISITION



So here we are, already three issues into the Citadel Journal and still going strong. Issue 1 sold out at startling speed and issue 2 is rapidly heading that way too. Over the last two issues we've tried to include as wide a variety of interesting articles and have hopefully succeeded in provoking a few ideas in all you battle hardened gamers out there. However, it has occurred to us that although the articles may be interesting and thought provoking, are they mouth wateringly good enough to get you feverishly clawing for your favourite game or diverse enough to get you phoning up your opponents demanding a battle? Here's where we find out. This questionnaire is designed with the idea of reader input in mind, after all it's your magazine and we wouldn't want to do it without you. What we are looking to do is find out exactly what you, the dedicated gamer wants to see in the Journal, whether it be rules articles or battle reports, modelling guides or photos, we need to know. All you need to do is simply photocopy the form and

fill it in, making any notes you want to include in the appropriate space. Place it in an envelope with a stamp and marked with a huge black (or blue, or green or red or pink or mauve or orange or sulphur desert yellow...) marker:

READERS INQUISITION

to the address below and send it on its merry way, what could be simpler?

**The Journal Bunker
Games Workshop Design Studio
16 Castle Boulevard
Nottingham
NG7 1FL**

Another reason for this questionnaire (kind of a secondary objective) is to find out what sort of response the Journal has provoked to date and how many people are reading it. This doesn't just mean the person who owns the copy of the Journal but also anyone who reads it or even steals it from the owner (you know who you are), we need everyone's opinion. So if someone else reads your copy of the Journal give them a photocopy of the questionnaire and tell them to get it sent in to us with all haste.



Don't feel you have to try and fit all your comments, army and games information on one form. If you happen to have an army or suggestion that really is something special, please feel free to continue on another form or a separate piece of paper. All that we ask is that you scribble page numbers on them to make it easy for us, and write neatly and clearly.

Oh well, there you have it, your task has been set, now its all up to you. Remember, the Journal needs you, don't let us down.

Of course if you have entered a White Dwarf Mega-prize-tastic all-singing, all-dancing prize winners poll you might be thinking to yourself 'What do I get for my 19p stamp, and my time?'. Well, you get a better Journal, more articles suited to your requirements, and a greenish-purple sent through the post (actually, the greenish-purple is just a pigment of my imagination).

Name:

Age:

Address:

Postcode:

What games do you play?

What armies do you collect? What are the total points costs?

Which games would you like to see more in the Journal (tick which ones).

Warhammer 40,000

Man O' War

Space Hulk

Warhammer

Space Marine

Others:

What would you like to see in the Journal (tick which ones).

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YRRTHILIEN MOURNSONG

By Mark Hawkins

From an early age, Yrrthilien showed a budding talent for the art of music. On many occasions the youth would sit in the ancient halls of his home, the Craftworld of Muirgaythh, playing songs of great passion and emotion to a captive audience.

As Yrrthilien grew older his talent blossomed as the greatest poets and songwriters in Eldar civilisation came to perform alongside him, teaching him all that they themselves had learnt from their ancestors. Yrrthilien was worshipped as one of the greatest musicians ever to have lived, but deep inside he was unhappy. The proud young Eldar had played his name into the history of his people with his rhyme and verse but he longed to take his music to those who would otherwise never hear its like. He wanted to experience the world beyond his ancestral home and drink from its overflowing cup of adventure.

On a bright day in the summer cycle of the Craftworld, Yrrthilien packed a few possessions of sentimental value and left his home. He had taken upon himself the role of a scout, a role that would give him the adventure he craved for, sending him on a journey that would take him to the furthest reaches of the galaxy.

For a number of years Yrrthilien travelled throughout the galaxy, struck with an irresistible wanderlust that took him to many strange worlds where he sang great and powerful songs to their inhabitants, learning their tongues and dialects. All the while he would write songs and poems of his adventures to take back to his home. Yrrthilien was truly happy.

Eventually the adventurous bounty for which he had searched lost its hold on Yrrthilien and he began to feel the pangs of loneliness, he longed for the familiar halls and passages of his home and sound of sweet music flowing throughout. Turning his small scout ship into the solar winds, he began the long journey back to Muirgaythh.

After what seemed like an eternity, Muirgaythh was in sight, but why did it seem so still and lifeless and what of the hero's welcome he had expected? No welcome came as he neared his home and nor would it, for reasons that became clear as Yrrthilien stepped from his ship into the deserted landing bay.

Looking about him, Yrrthilien saw no sign of life, or any evidence that it had existed for a long time. As he moved from the landing bay into the corridor beyond, a look of horror spread across his face. On the elaborately tiled floor lay the body of an Eldar Guardian, all broken and bloody, his armour ripped open and scattered about. As he looked up from the body he caught sight of another and yet another, all robbed of the gift of life and left bleeding on the floor.

Yrrthilien felt a knot in his stomach and tears came to his eyes but he did not cry, instead he began to sing. He sang as he yanked himself away from the grim sight of his dead kinsmen. He sang as he walked alone through the ancient halls and forest domes. He sang when he found no signs of life in the once bustling market plaza. He sang when he saw the symbol of the dread forces of Slaanesh scrawled in blood on the shattered remains of a once great Wraithguard. For days on end he wandered through the passages and corridors, all the time singing the song that filled his mind. The words of a well written verse had always brought cheer to him but now he sang only a song of death and destruction and the demise of his people.

The once joyful youth turned from the scenes of death and began to walk back along the silent corridors to his ship. It was then that he caught sight of faint glow out of the corner of his eye. The glow was coming from beyond the smashed portal of the Dome of Crystal Seers. Yrrthilien moved cautiously towards the source of the light, on closer inspection he was amazed to find an unbroken waystone attached to an ornate and ancient armoured suit and beside it a long curved sabre. Yrrthilien recognised these ancient artifacts as those used by his father and his father's father in times of dire circumstance and for a second he almost felt a feeling of joy in his heart. Could it be true? That the foul hordes of Chaos had overlooked these artifacts or were they indeed a gift from the dead? Yrrthilien carefully put on the ancient armour and held the helm before him, placing it over his head a scream of ancient eldritch power filled the craftworld and the boy who was once Yrrthilien became merged with the memories of his ancestors, he was no longer just Yrrthilien, he was Yrrthilien Mournsong of Muirgaythh lost.

With all that had happened, Yrrthilien wanted nothing more than to join his people in death's embrace, but he was the last of his kind and when he was gone, there would be no trace of his proud kin, no stories, no hero's songs. He vowed that he would fight in the name of Muirgaythh until a day when he could join them in honourable death. He would write great songs and tales about his kin and sing their tale in battle, and when he, the last of his people was gone, none would forget the tragedy of Muirgaythh.

The once joyous bard left his home, turning his back on all that he remembered. All the joyful songs of his youth were now lost to him, never to return. With only the words of that Death Song echoing in his mind, Yrrthilien set out to find an heroic end.

Such is the way of the Song.

When the music ends, the song will cease to be.

YRRTHILIEN MOURNESONG

100 points

+30 points Screaming Gale Jetbike, +15 points Moon Sabre of Thilienn

The later life of Yrrthilien Mournsong is a tragedy by nature, spent travelling around the galaxy in search of an honourable death in battle. He will offer his services as a warrior to any Eldar Commander worthy of his attention. Yrrthilien can often be seen speeding into battle on his customised jetbike singing his song of doom through a specially made sound amplification system. This system is based on the psycho-amplifying masks used by the warriors of the Howling Banshee aspect.

Yrrthilien is so devoured by his grief and rage that he cannot leave the warrior path, which makes him, to all intents and purposes, an Exarch of his own personal Warrior Aspect. This is a path that he has followed for many a year and will probably never reach the end.

Over the years Yrrthilien has been taught much in the art of warfare by some of the greatest Eldar leaders, one being Tathuane Stormreaver of the Saim Hann Wild Riders, who gave Yrrthilien the customised jetbike that he now rides into battle. This, however does nothing to ease his Devil-may-care attitude towards life.



The Moon Sabre of Thilienn

The Moon Sabre is the name of the power sword that was once used by Yrrthilien's father in the time he spent as a Guardian, it was one of two artifacts that Yrrthilien managed to save from his home after the onslaught of Slaanesh. The sword itself has a long heavy, curved blade with a single cutting edge, which many warriors would find difficult to use. However, Yrrthilien counters this with superb strength and dexterity, swinging the curved blade in a complex pattern as he screams into battle on his jetbike.

Ancestral Armour

The second of the two items salvaged from Yrrthilien's home is a suit of ancient and ornate armour once worn by his father and his father's father. Yrrthilien sees this item as a gift from the dead and always wears it in battle, letting the memories of his ancestors guide his actions.

The Screaming Gale

The Screaming Gale is the name Yrrthilien gives to the jetbike he so often rides into battle. Instead of the standard shuriken catapults, the Gale has a complex array of sound resonance crystals fitted into the front faring and rear pods of the bike. These pods amplify the sound of Yrrthiliens already powerful voice to the point of being ultra-sonic and force it through a sound channelling device at the chosen target, inflicting damage to the nervous system causing near paralysis or painful, shuddering death.

Character	M	WS	BS	S	T	W	I	A	Ld
Yrrthilien	5	6	6	4	4	3	9	2	10

WEAPONS. Yrrthilien Mournsong is armed with a las-pistol and also with The Moon Sabre of Thilienn. This counts as wargear and a card is provided.

ARMOUR. Yrrthilien wears a suit of ornate ancestral armour giving him a basic save of 3+ on a D6.

WARGEAR. Yrrthilien may be equipped with a total of 2 Wargear cards. One of these must be The Moon Sabre of Thilienn. The other may be chosen as normal from the appropriate wargear cards.

SPECIAL RULES

USING YRRTHILIEN. Yrrthilien Mournsong owes no allegiance to any one Craftworld but will fight alongside any Eldar force he sees to be worthy of his warrior skills. Yrrthilien will never lead an army as he feels he is more a Warrior than a Commander

Yrrthilien will only fight alongside Eldar, unless the enemy force contains Chaos troops. If this is the case he will fight alongside Eldar, Squats, Imperial Forces or even Orks. The points cost of Yrrthilien comes out of your Allies allowance.

He will always fight in battle from the saddle of his custom jetbike swinging his power sword about him, dealing death in rapid hit and run attacks.

DODGE. Through years of training and a great deal of battle experience, Yrrthiliens jetbiking skills have become honed to such an extent that he is able to dodge incoming shots that would otherwise hit himself or his prized jetbike on a roll of a 5+ on a D6. In the case of weapons that use blast markers, Yrrthilien is moved to the edge of the template if he successfully dodges.



THE MOON SABRE OF THILIENN

Hand-to-Hand Weapon

The Moon Sabre is an ancient weapon handed down from generation to generation in Yrrthiliens family, it functions in the same manner as normal power swords with one exception. The blade of the sabre is long and curved, not unlike a scimitar. This additional weight and length makes it nigh on impossible to use on foot but makes it a highly effective weapon when riding a jetbike. As the jetbike gains momentum

so to does the sabre, until the Vehicle reaches its top speed and the sabre is seen only as a streak of electric blue light. So, the faster the jetbike travels, the more potent the sabre becomes. If Yrrthilien should become seperated from the Screaming Gale jetbike for whatever reason and the player still wants him to use the Moon Sabre then the weapon profile supplied for Yrrthilien on foot is used

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Close combat only				8	1	-5	D6+D20+8	Jetbike at fast speed. Parry.
Close combat only				7	1	-4	D6+D12+7	Jetbike at combat speed. Parry.
Close combat only				6	1	-3	D6+D12+6	Jetbike at slow speed. Parry.
Close combat only				5	1	-2	2D6+5	Yrrthilien on foot. Parry

THE SCREAMING GALE

Vehicle

The Screaming Gale is the name given to the jetbike designed for Yrrthilien by the master craftsmen of Saim Hann Craftworld. The bike combines all the normal features of a standard jetbike with one exception, the fore mounted shuriken catapults are replaced by a highly effective amplification system designed to raise the pitch and volume of Yrrthiliens voice and use it to power a potent sound weapon called the Sonic Crystal Cannon. This weapon may be used in two ways.

Firstly, the Sonic Crystal Cannon fitted to the front of the bike can fire a broad beam of sound in a straight line directly ahead, that bathes an area covered by the flamer template in high intensity sound waves. Any models partially covered by this template must roll equal to or below their Toughness on a D6 to escape the effects of the weapon (a roll of a 6 always fails regardless of toughness). Models that are entirely covered will need to make the same roll but add +1 to the number on the dice (meaning a 5 or 6 will always fail regardless of toughness). If the roll is above the victims Toughness it is paralysed. Paralysed models may not move or shoot and count as having no attacks in hand to hand combat. Paralysis effects the model until the player can roll equal to or under its Toughness on a D6 roll at the beginning of each of the models

subsequent turns(a roll of a 6 always fails regardless of toughness). Vehicles and support weapons are not affected by the sound waves emitted by the Screaming Gale as they have no senses or nervous systems to be damaged. Dreadnoughts are also unaffected as their auto senses adjust to shut out the sound. However, Crew members inside a vehicle can be affected but are offered a degree of protection by the metal walls of the tank or transport etc. As such they are only affected by the blast from the Sonic Crystal Cannon on a D6 roll of a 6. Exposed crew members are affected in the normal manner. An affected crew member can not go about his usual business (Driving, gunning etc.) until the Toughness test is passed in a subsequent phase (if the Driver is affected and the vehicle is moving then it moves out of control).

Secondly, once per battle Yrrthilien may raise his voice to an ungodly crescendo that when amplified by the Screaming Gale's systems produces a single wave of unimaginable volume, this may be directed at any single model within 8" in a 90 degree fire arc to the front of the vehicle This special attack hits automatically and causes D6 S6 hits on the target with a -3 saving throw modifier. A model wounded by this attack who survives is paralysed until he can make a succesful toughness test.



WARGEAR CARD

THE MOON SABRE

15 Points

The Moon Sabre is an ancient weapon handed down from generation to generation in Yrrthiliens family. The sabre is long and curved making it a highly effective weapon when riding a jetbike.

RANGE	TO HIT	SAVE	ARMOUR	SPECIAL
SHORT LONG	SHORT LONG	STR. DAM. MOD.	PENE.	
Close combat only	8 1	-5	D6+D20+8	Fast speed. Parry.
Close combat only	7 1	-4	D6+D12+7	Combat speed. Parry.
Close combat only	6 1	-3	D6+D12+6	Slow speed. Parry.
Close combat only	5 1	-2	2D6+5	On foot. Parry.

YRRTHILIEN ONLY



BUILDING YRRTHILIEN MOURNSONG

A MODELLING GUIDE BY MARK HAWKINS

Building your model of Yrrthilien Mournsong is fairly easy and with a bit of time and patience, you should be able to put a pretty good conversion together. Some of the more fiddly bits require a degree of modelling skill but I'm sure if you follow this guide carefully, you'll be okay.

PARTS

The main bulk of Yrrthilien and the Screaming Gale jetbike can be put together using the following bits, all of which are available from 'Da Mob' at mail order.

One complete Eldar jetbike kit (You will need the rider armed with the shuriken pistol).

A Swooping Hawk Aspect Warrior figure (for the purpose for which it will be used, you will need the one who's facing forwards).

A Striking Scorpion Aspect Warrior figure (it doesn't really matter which one you get, but I would recommend that you use one of the scorpions facing sideways. Their heads are easier to get to).

A Howling Banshee Aspect Warrior model (it doesn't matter too much which one).

Two Epic scale Doomweaver web spinners.

Two Epic scale Wave Serpent warp energy generators.



TOOLS

A sharp craft knife.

A mini drill or a pin vice.

Some fine modelling putty.

Super glue or epoxy resin.

A set of needle files.

A razor saw.

INSTRUCTIONS

The Screaming Gale Jetbike

1. First of all you will need the two warp energy generators and your knife or razor saw. Carefully remove the mounting from each of the generators leaving only the flat plate untouched. Remove some of the excess lead behind the flat plates with a flat needle file.

The plates can now be glued to the front faring part of the jetbike.

2. Take the bottom part of the Jetbike and remove the shuriken catapults with a sharp knife. Tidy up the resulting gap with your needle files.

3. Take the Doomweaver web spinners and remove the muzzles with your knife or razor saw. These will now fit into the gaps once filled by the shuriken catapults. Glue them in place and fill in the join with a little modelling putty.

4. Using your mini drill or pin vice, drill a small hole into the muzzles of the web spinners.

5. Assemble the Jetbike as normal. When this is done glue one end of a piece of wire into each of the holes you have drilled in the web spinners and glue the other ends to the underside of the jetbikes faring.

Yrrthilien

1. The first step to putting together Yrrthilien involves a lot of careful cutting and snipping. What you will need to do is the following. Carefully remove each leg from the Swooping Hawk model using your knife or if you have one, a razor saw. Take care not to slip and damage the detail on the legs. You will notice that the pipe from the figure's gun slightly overlaps the leg. This will need to be carefully trimmed away before the leg is removed.

2. Now that you have the two individual legs, you will need something to stick them to. Take the legs of the Jetbike pilot and remove them. This will leave you with the pelvis section.

3. Clean up the ends of the legs and the pelvis section with a needle file to get a good join. At this point it is a good idea to check that the new legs fit on the bike and make any necessary adjustments before you glue the legs to the pelvis, this can be done with a little Bluetac or Plasticine. After gluing, fill the gap with a little modelling putty and allow to dry.

4. Take the body of the pilot and remove his head and his shuriken pistol.

5. Very carefully remove the head of the Striking Scorpion and glue it to the neck of the now decapitated pilot.

6. Remove the chainsword from the Eldar weapons sprue. Carefully cut the blade off so you are left with only the hand guard and the hand grip. Taking care not to damage the piece, remove the hand grip, you should now be left with just the curved hand guard (the bit with the studs on the outside). Glue this new sword hilt to the pilot's now empty hand.

7. Take the Banshee and remove the blade from her powersword. Carefully pin and glue this to the pilot's new sword hilt.

8. Glue the body to the new legs. At this point it is a good idea to check over the whole model for visible joins and gaps. These will need to be filled with some putty and smoothed before going on.

What you now have is the finished model which with a good paint job is perfectly adequate for your battles. Alternatively you can do what I've done and really go to town on the model with some modelling putty, some extra bits and a huge amount of patience.

How to improve your model.

There are a number of ways to improve on your finished model. It's really up to you what you do, but here's a few tips.

Roll a little modelling putty into a long strip and cut it into 10mm sections. Each of these can be wound into small spirals and circles which can be added to your model to produce a kind of embossed effect.

Additional cables and pipes can be easily added by using a thin piece of wire attached to the model and glued in place. This wire can then be covered in modelling putty and scored with the edge of a knife to produce a sectioned effect. Alternatively, you can use spare weapon pipes from Eldar arm sprues.

Some types of modelling putty can be rolled out on a smooth surface such as a sheet of glass or a tile. After the putty has hardened, you can cut shapes out of it and use them as runes and icons which can be attached to the flat surfaces of your model.

In the case of this conversion and other Eldar models it is very tempting to add a few more gemstones and waystones here and there. This can be done as follows.

Roll a little putty into a ball, squeezing the sides a little to produce an oval shape. This will need to be carefully pushed on to the model, taking care not to distort the shape of the sphere. If necessary, a thin ring can be added using a rolled out strip of putty, carefully wrapped around the edge of the gemstone. It is possible to cut gemstones off existing models but I wouldn't recommend it as you tend to cut your fingers more than the model.

On my model of Yrrthilien I have added two flat horns to the side of his helmet. These are fairly easy to achieve using the following method. Curved sword blades such as those on plastic Tyranid boneswords are ideal, simply remove them from their hilts and carve them into the appropriate shape with a sharp craft knife. These can then be glued to the sides of the helmet. When this is done, fill in the gaps with some putty and allow to dry. A similar method was also used to produce small spines on the knee pads and on of the elbow pads, adding to the overall spikeyness of the model.

Something that is fairly characteristic of Eldar is personal ornamentation such as rings, scarves and buckles. These can all be added to your model with your putty and a little patience. I have added a small ring to one of the horns on Yrrthiliens helmet and a scarf tied round his leg for extra effect. The extra decorations add to the overall impression of movement and grace (Naah, it just makes it look good, dunnit?).

So there you have it, your own model of Yrrthilien Mournsong of Muirgaythh lost, complete with Sonic Crystal Cannon and Moon Sabre. All that remains is to paint it up before you are ready to terrorise your opponents with the sounds of doom and destruction. It's up to you what colour you paint your model, but I would suggest a basic colour scheme of Chaos Black, Hawk Turquoise and Bad Moon Yellow as they are the colours of Muirgaythh. In my example I have used gold or bone for small details such as grills and plates and mainly a deep red for the gemstones.

THE LEFTOVERS

It's just occurred to me that maybe having bits of Eldar lying around may seem a bit of a waste after completing your Yrrthilien model, so here's a few suggestions as to what you can do with the left over bits.

1. Seeing as the the only bit missing from the Howling Banshee is the power sword, you could easily attach a plastic power sword or other weapon from an Eldar weapons sprue to produce an unusual variant.

2. An easy conversion to do is to take the headless Striking Scorpion and place another head on it's shoulders. For example, you could use an un-helmed head from another Eldar (or Elf) and paint unusual war paint on to it.

3. Alternatively you could remove the untouched head from the chopped up Swooping Hawk and attach it to the striking scorpion to produce a very perculiar variation in armour style.

4. If you have opted for a conversion such as the un-helmed Scorpion, you could attach the Swooping Hawk's helm to its belt as if it has just been removed.

5. Another idea which just came to mind is chopping up all the bits you've got left and making something completely bizzare like a female Striking Scorpion using the limbs from the existing Scorpion and the torso from the Howling Banshee. In addition you could substitute the existing arms for ones from an Eldar arm sprue to give you an alternative pose.

6. With a bit of care and a delve into the old bits box, either of these slightly hacked up Aspect Warriors could be turned into an interesting Exarch.

7. When it comes to bits such as the Jetbike's shuriken catapults or the pilots old shuriken pistol, they are best thrown into your bits box for possible later use.



JOURNAL

MUMBLINGS FROM BEYOND THE VOID

(OR, ECHOS FROM THE WARP?)

So, here we are again in another thrilling episode of 'Mumblings from beyond the Void'. I must say that the amount of feedback we're getting from you lot is unbelievable. Quite a few of the letters we're getting are raising some pretty important points and giving all of us in the Journal Bunker some food for thought. Enough in fact to keep us rattling away for quite some time. In case a few of you didn't notice, the closing date for the Magic Item competition has already come and gone, so please don't send us any more entries. It's hard enough trying to cope with the effects of the magic items we've received so far (doom, fire, death and destruction all running rampant in the studio) without even more pouring (or flying, running, hopping, etc.) through the letter box.

To Mark

While reading the first issue of the Citadel Journal, I happened to glance over Mark Hawkins' Weather Conditions article. Although I found it interesting and even tried it out in a battle or two, I was disappointed to find that you had left out how the weather affects flying creatures. Will there be new rules covering them, and if so, when?

Paul Harvey, Herts

Ah ha, so you have spotted the deliberate mistake which I cunningly entered into the article to catch out any of you who weren't paying attention. Congratulations on a most astute observation. Okay, I admit it wasn't a deliberate mistake. In fact I only noticed after the first issue had gone off to be printed. Don't worry, I'll put some sort of additional rules in a future issue.

Mark

Dear Mr Thorpe

I am a keen Man O' War player with a large High Elf fleet. So when I saw the advert for Issue 2 of your Citadel Journal, I was overjoyed to find that there was an article about High Magic in Man O' War. I immediately sent off for the magazine and waited patiently with bated breath. When my Journal arrived I ripped off the wrapping and got straight to work reading the article, only to find that you had left out the Battle Honours the High Elf Mages are worth. Could you please tell me what they are so I can use the new rules to beat my brother's Dwarf Fleet.

Kevin Woodroff, Derby

OOOOPS! Have no fear! If you would care to turn to the Man O' War Dark Elf article—Cursed of Naggaroth. You will find a complete new Fleet list, including the Battle Honours for High Elf Mages. Glad to hear someone's actually reading my stuff, hope you enjoy your games.

Gav

Dear Journal

I just played a battle against my friend Michael's new Undead army and I lost 23-11. I think this was because he said that you have to shuffle the Magic deck at the end of every Magic Phase, and he got Total Power three times which helped him with Vanhels Danse Macabre. Are you allowed to shuffle the Magic cards every turn?

Jonathon Cole, Suffolk

Well Jonathon, I suggest you ask your friend for a re-match. The Magic cards are only re-shuffled after you have used the whole pack, not at the end of each Magic phase. In addition, for his outstanding contribution to sneakiness in general, we have decided to award Michael this month's Elastic Tape Measure award (Booo, Hiss, Booo). Oh and let that be a reminder to anyone else using the power cards in this way. Stop it immediately.

Mark

To the Journal Crew

I am a proud owner of a very big Norse army (Over 8,000 points) which I have been working on for a long time. The models are all completely painted and are looking great. The problem I have is that there is no current army list for the Norse, so my army is packed away in the back of a drawer. I'd like to know if it is possible for you to put an up to date army list in the Journal.

Steven Roberts, Hammersmith

We've had quite a few inquiries about a Background, Bestiary and Army list for the Norse, with some of you sending in suggestions for troop types and monsters (not to mention those of you who sent in COMPLETE army lists). In a few issues time we hope to start publishing these things for the Norse, over the course of 3 or 4 issues. Stayed tuned to this station for more news.

The People (ahem) from the Journal Bunker

Dear Journal,

Thanks very much for Journal 2 which I enjoyed tremendously especially Ian's article on modelling the Wolf Lords Kvalnir Silverclaw and Berek Thunderfist. I'm sure I'm not alone in asking for more articles on special conversions for WH40K and Warhammer. Any chance of printing colour pictures of these conversions or more colour in the Journal generally? My Empire Army includes a conversion for Magnus the Pious and also Tzar Bokha (the father of the Ice Queen) for which I've also invented stats and special rules.

Yours

Daren Cann, Southampton

Ta very much Daren - yours is certainly not the only request we've had for more modelling articles... or for more colour for that matter. Colour is difficult. We don't have much money to run the Journal and stretching our resources to include it would seriously increase the price. White Dwarf can include colour because we print about 100,000 world wide (yup... its a lot innit) but we only print 3 or 4,000 Journals (so far!). That means the cost of making colour separations and printing plates has to be spread over 4,000 copies not 100,000 and too be honest it just isn't worth it. Anyway if you want glitzy colour there is always White Dwarf. The Journal is set-up to be a forum for discussion and ideas from gamers everywhere. Its an opportunity for you to get your ideas, comments and stuff published (in glorious monochrome). On the subject of which - why write to tell us about your conversions when you could be writing an entire article about them! We don't mind hand writing, though typewritten or computer printouts are easier on our eyes, and we can redraw maps and diagrams. We know that photographs are difficult to arrange, but you should have a go if you can. It doesn't matter if the printed version isn't as clear or professional as the pictures in White Dwarf because it is the idea that is most important. You can also send us your own drawings to accompany articles if you want... in fact anything that helps get your idea across. Send your finished article by return of post and we'll say no more about it.

ELASTIC TAPE MEASURE

SCREAMING GALE JETBIKE

VEHICLE DATA

CREW:

YRRTHILIEN
MOURNSONG

RAM VALUE:

STRENGTH 5
D4 DAMAGE
-2 SAVE

MOVEMENT:

SLOW SPEED: 10"
COMBAT SPEED: 18"
FAST SPEED: 35"
TYPE: SKIMMER / BIKE



WEAPONS

Forward mounted **Sonic Crystal Cannon** firing directly ahead using a flamer template.

Any models beneath template must roll under Toughness on 1D6. If the whole model is under the template add +1 to this roll. Any models that fail are paralysed, may not move or shoot and count as having no attacks. At the beginning of each of the opponent's subsequent turns affected models must roll under their Toughness on 1D6 to free themselves from the paralysing effect. A roll of a 6 always fails regardless of the models Toughness. For notes on affecting vehicles, see main rules.

Once per battle, Yrrthilien may attack one model covered by the template with a special sonic attack. This model takes D6 strength 6 hits with no armour save. This special attack counts as having an armour penetration of 3D6+6 for the purpose of damaging vehicles and buildings etc.

POINTS COST: 30 points

D6	LOCATION	ARMOUR FRONT	SIDE/REAR
1-2	Yrrthilien	see below	11
3-6	Jetbike	13	

D6

- The Screaming Gale's Sonic Crystal Cannon is destroyed and may no longer be used.
- The Screaming Gale's Jet is damaged, reducing its power output. From now on the Jetbike's speed is reduced to its slow rate only.
- The Screaming Gale's internal circuits are damaged, making it hard to control. Roll a D6 at the start of each of the Bike's movement phases. On a roll of 1 the Screaming Gale moves out of control for that turn. On a roll of 2 or 3 the Sonic Crystal array overloads causing a slight feedback which leaves Yrrthilien unable to attack this turn as he struggles to pull the Screaming Gale back under his control. On a roll of 4, 5 or 6 Yrrthilien is able to control the Screaming Gale normally.
- The Screaming Gale's engine cuts out and it crashes to the ground D6" away in a random direction. Anybody under the bike when it lands takes D3 S6 hits with a -2 saving throw modifier. Yrrthilien is able to leap from the Screaming Gale before it crashes, but will suffer damage if the Jetbike was travelling more than 10" in its previous move.
- The Screaming Gale explodes, killing Yrrthilien. The wreck comes crashing to the ground 2D6" away in a random direction. Anyone under the Screaming Gale when it crashes takes D3 S6 hits with a -2 saving throw modifier.
- The Screaming Gale's fuel catches fire, killing Yrrthilien. The flaming wreck hurtles out of control next turn and then explodes showering flaming wreckage all around and causing D3 S8 hits on any models within 3".

Rider Damage Table

Roll to see if Yrrthilien is killed using the normal shooting rules. He has a Toughness of 4 and is wearing Ancestral armour that confers a 3+ saving roll, and has 3 wounds. If Yrrthilien is killed then the Screaming Gale will move out of control until it leaves the table, crashes or is destroyed.





"THE HILLS ARE ALIVE WITH THE SOUND OF JETBIKES"



"OH NO," SAID CAPTAIN GABRIEL SARCASTICALLY, "IT'S THE FOUL KHORNATE RENEGADES."